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July 1990 Number 55

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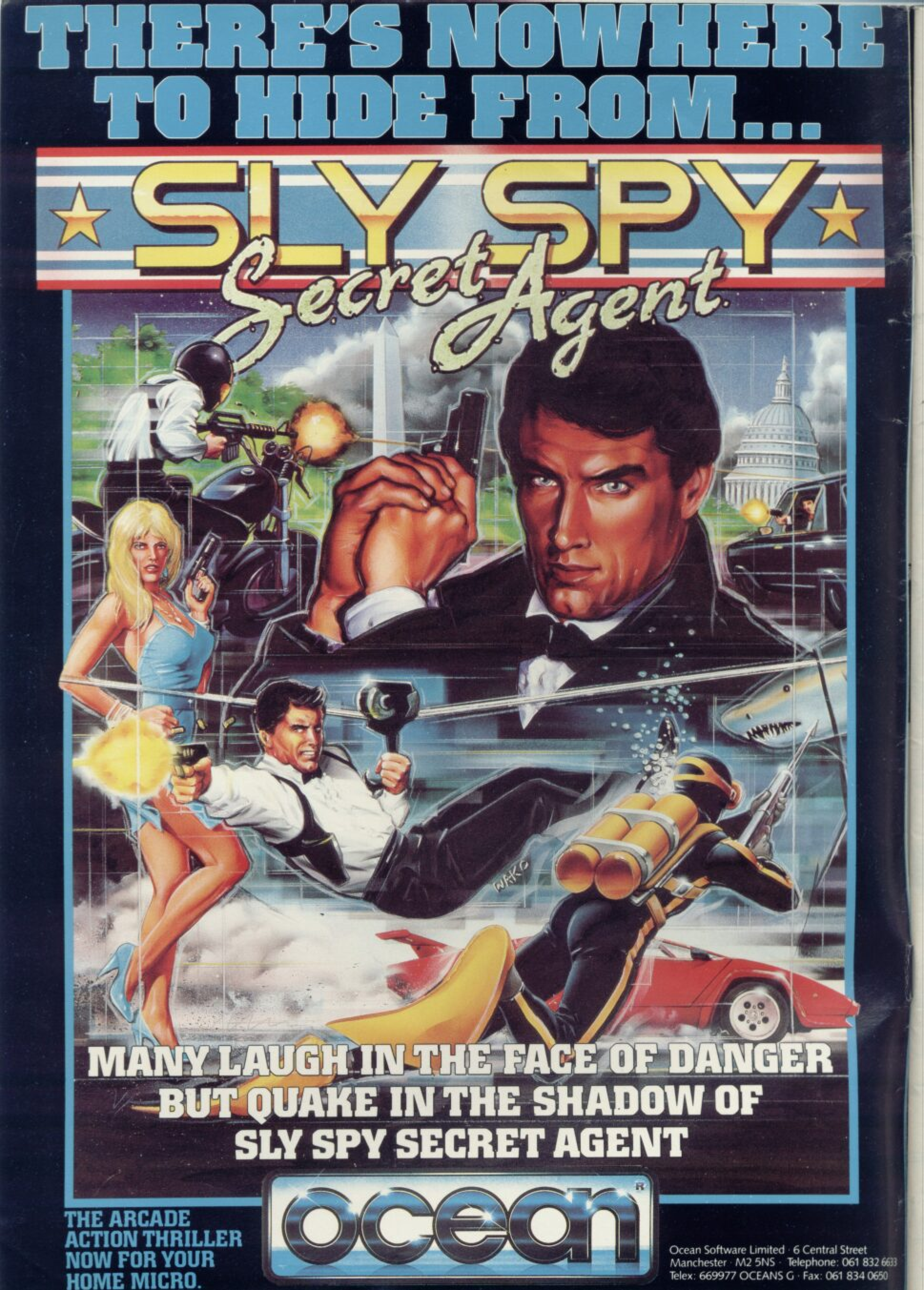
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FREE BOOK!
No, it's not in the magazine, you chump, it's stuck to the front in a nifty little plastic bag! Take it off this instant! (You'll be very pleased you did!)

8 SMASH TAPE
A couple of real little corkers! Not only do we have *Fernanadez Must Die*, a rather groovy shoot-'em-up from Image Works, but also a very special game called *YS Capers*, written exclusively for *YS* by programmer Damian Scattergood! Imagine *Op Wolf* with the *YS* team as the bad guys and you won't be far wrong! (Trouble is you won't be able to play it on a +2 – birrova last-minute glitch. Sorry!)

33 THE COMPLETE *YS* GUIDE TO SHOOT-'EM-UPS
Five pages of brain-bazookin' blasteramas, including mini reviews of classic games, hints on how to concoct your own and much more besides! And this is only Part One!

REGULARS



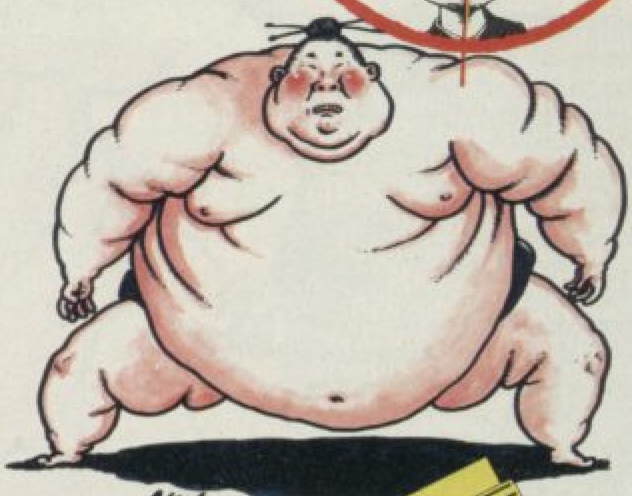
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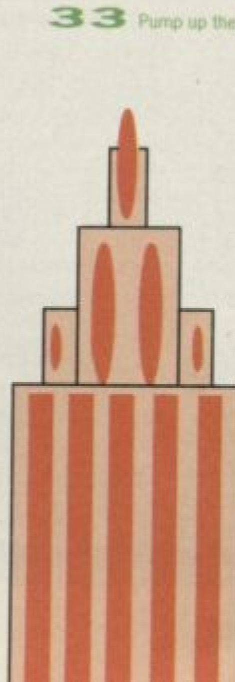
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YOUR SINCLAIR

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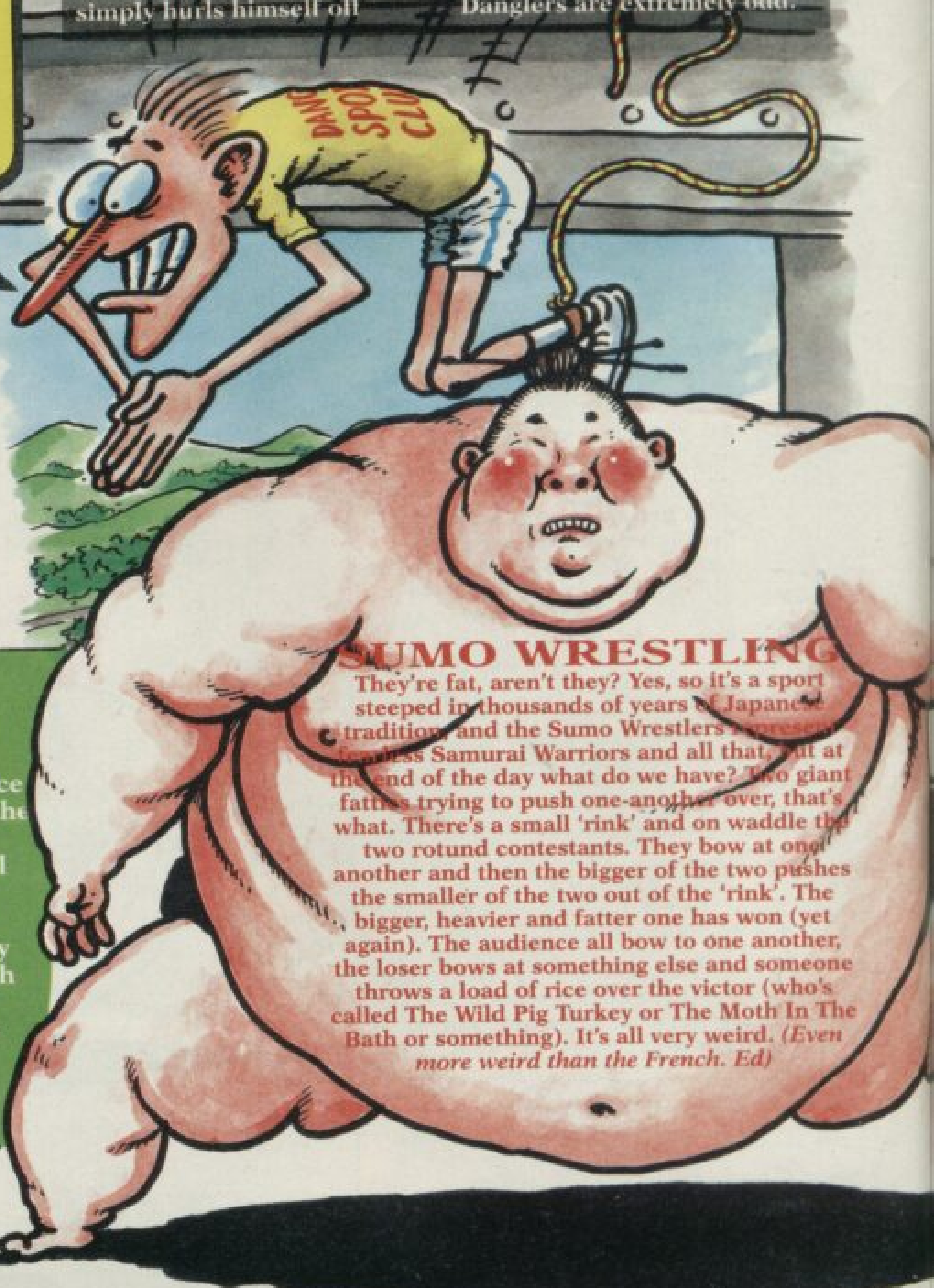
Future PUBLISHING

It's that time of year, isn't it? You know, when everybody wears lots of skimpy clothing and gets all 'sporty'. So hang on to those shorts, thrill-seekers, as we examine the weird and wonderful world of, um, sport, in...

Psssst

BUNGY ROPE DANGLING

You may not have heard of this one, so we'd better explain. A bungy rope is a rope with a difference – it's stretchy (like elastic). What a Bungy Rope Dangler does is tie one end of this rope around his ankles and the other end at the top of something really high – like a tree or a bridge or something. The Bungy Rope Dangler then climbs this tree (or bridge or whatever) and simply hurls himself off towards the ground. The rope unfurls and once there's no slack left it suddenly starts to stretch and begins to slow his descent. Once the rope has stretched to its fullest extent it acts like a spring and goes back up again – the Bungy Rope Dangler goes "boing" back into the air. There are no goals. There are no winners or losers. There isn't even any prize money or anything. Bungy Rope Danglers are extremely odd.



POLE VAULTING

A few sports demand the question "Why?" and Pole Vaulting is one of them. The Long Jump – fine, let's find out how far a human being is capable of jumping under his own power. The High Jump – fine, let's find out how *high* a human being is capable of jumping under his own power. The Pole Vault – erm, let's find out how high a human being is capable of jumping under his own power while holding onto a ludicrously long stick. It's a little bit silly really, don't you agree? Daley Thompson obviously doesn't, but then his brain's been addled by drinking too much Lucozade and appearing with that naff cat in the Thompson Local Directory adverts.

GOLF

Here you have to hit a tiny ball with a long stick several hundred yards into a very small hole. Sometimes it can take five hits, sometimes three. A simplified view of the game, we know, but it just about sums it up. Watching 'the professionals' doing it (and we mean Sevvy and Greg, not Bodie and Doyle) can be a bit boring, because they always get it right. A much more enjoyable pastime is watching crap golfers. Go and hang out at your local golf course and watch the old codgers fluffing up shot after shot. Watch as they slice viciously, undershoot the green and end up scrabbling about on all fours in the woods searching for the ball. Cheer with glee as they fail to sink a seven inch putt. It really is great fun. (Take sandwiches and a flask of tea though – it's a full afternoon job.)

SUMO WRESTLING

They're fat, aren't they? Yes, so it's a sport steeped in thousands of years of Japanese tradition, and the Sumo Wrestlers represent fearless Samurai Warriors and all that, but at the end of the day what do we have? Two giant fatties trying to push one-another over, that's what. There's a small 'rink' and on waddle the two rotund contestants. They bow at one another and then the bigger of the two pushes the smaller of the two out of the 'rink'. The bigger, heavier and fatter one has won (yet again). The audience all bow to one another, the loser bows at something else and someone throws a load of rice over the victor (who's called The Wild Pig Turkey or The Moth In The Bath or something). It's all very weird. *(Even more weird than the French. Ed)*

Introducing – The *Your Sinclair* Stove!

We've all just come back from Torquay where *YS* (along with the rest of Future) have all been staying in a big hotel for the annual company weekend. One thing we did there was vote for which charity Future would donate a large chunk of its profits to. The winner? Intermediate Technology, who have a project to develop a cheap, easy-to-use and efficient clay stove design to save fuel, increase safety and reduce smoke emissions in thousands of South-East Asian homes. Hence *YS* has helped develop a new type of stove! Hurrah!

The rest of the time was naturally spent eating, drinking and staying up too late – we all gained pounds, hence Matt's attempt to lose weight by physically removing parts of his body, in this case one of his front teeth! He's now sworn to stay away from children's swings for life – one hit him in the face, the chump!)

SPEED WALKING

This has got to be one of the most utterly ridiculous 'sports' known to man. The rules in Speed Walking are very simple – like normal walking (and unlike running), one foot must always remain on the ground. If both feet are off the ground at the same time then you get disqualified (because you're running, not walking). So there you have it. It's like the name of the game says – you have to walk, but you have to walk very quickly indeed. Totally preposterous. After all, if you want to get somewhere really quickly then you run, don't you? You don't *'walk really fast taking care not to accidentally run'*. Or if you really wanted to get somewhere incredibly quickly then you'd go by car. Yes. That's our advice to any Speed Walkers reading this – go by car.





YS PECULIAR PETS CORNER

Hmm. Some people don't seem to have quite got a grasp on what *YS* Peculiar Pets Corner is meant to be all about. Still, here's 'Trumpy the E Flat Bass' (ahem). According to owner *Graham Clark* of South Queensferry, Lothian, Scotland, "he is approximately five years old, and normally well behaved, though he makes a lot of noise when I play him. Him and me are almost a part of the bass section of our school brass band." Hmm. If you've got any interesting or unusual pets (or any pets at all really, come to think of it) why not send in a picture and a bit of info to *YS* Peculiar Pets Corner, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. Fame and fortune could be yours (and your pet's)!

MOUNTAIN BIKING

In the 'good old days' (when everything was made of wood) lovely scenic country walkways were totally ruined by thoughtless 'posh people' riding horses all over them. The constant barrage of hooves was guaranteed to transform the hardiest of soils into a giant muddy quag, reminiscent of a World War One battlefield – simple 'walkers' had to stick to the edges of the footpaths if they didn't want to get mud up to their knees. But walkers now have a weapon at their disposal – the Mountain Bike. Big, chunky and brightly coloured off-road bicycles with about nine hundred gears which are suitable for any terrain – even bridleways. However, not all Mountain Bikers actually 'ride' the things at all. A recent survey showed that 65% owned the bikes for the sole purpose of sticking them on a roofrack – in order to make their cars look a lot cooler. When you next see a Mountain Bike on a car roofrack, check it out for dirt. If it's totally clean hang around until the driver gets back and ridicule him. Then run away.

DOMINOES

Yes, yes, yes, so dominoes isn't really a 'sport' – but it is a pastime (and you can play it wearing a tracksuit and football boots if you really want to). Oh, all right then, we won't do dominoes. But you have to admit one thing – the only good domino is a domino that's standing in one of those *Record Breakers* toppling exhibitions.

AUSTRALIAN RULES FOOTBALL

Bit of an odd name, this. First of all it's more like rugby than football – and secondly there don't seem to be any rules whatsoever. In fact, a more obvious name would have been Australian No-Rules Rugby. The game, basically, is like a giant outdoors boxing match with loads of people taking part. The rules are simple – one person has to grab the ball and run towards the opposing team's goalposts while everybody else has a really massive punch-up. Australian spectators shout things like "Strewth, that wasn't fair dinkum!" as they knock back their 'coldies' (ie refrigerated cans of lager). Everyone has a ripper time, and a lot of people get knocked unconcious. Then they all have a barbie and sing Waltzing Matilda around the campfire in 'the bush'.

BOXING

It has to be said that boxing is like Australian Rules Football, but with fewer people and on a smaller pitch. The 'goal' can be considered to be the floor of the boxing ring, and the ball (or balls in this case) are replaced by the boxers' heads. The idea is that a 'goal' is scored when one of the 'balls' hits the floor (and stays there for more than nine seconds). The way to score this goal is to repeatedly smack your opponent about the head with your fists – in his mouth, in his nose, in his ears and in his temples. If you're lucky, his brain will become slightly dislodged from inside his skull and he'll lapse into a brief coma, his legs will go all wibbly, and he'll drop like a brick. The trick to remember when boxing is that your opponent is trying to do exactly the same to you – so wearing a crash helmet is a very good idea.

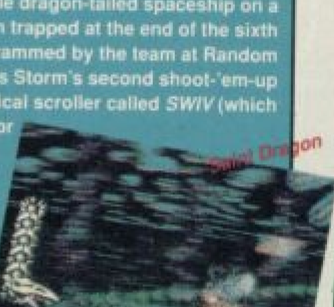




Saint Dragon

Weather Men

You may not have heard of The Sales Curve before, but they're the folk who developed games like *Silkworm*, *Gemini Wing*, *Continental Circus* and *Ninja Wagriors* for Virgin (and others). And what's that got to do with the weather? Well, not a lot, except for the fact that they're just about to make the move into publishing their own stuff on a new label they've decided to call... Storm. All four early titles will be Jaleco coin-op conversions, starting off with something called *Saint Dragon*, a horizontally-scrolling twist on the Saint George legend. In it you fly a little dragon-tailed spaceship on a mission to rescue a giant dragon trapped at the end of the sixth and last level. It's being programmed by the team at Random Access who did *Silkworm*, as is Storm's second shoot-'em-up offering, a helicopter/jeep vertical scroller called *SWIV* (which apparently *doesn't* stand for *Silkworm IV*!). These two will be available in September/October, but you'll have to wait a bit longer for *Rodland* (a real cutsie coin-op in the *Bubble Bobble* mould) and *Big Run* (the Paris/Dakar rally game) – they won't be hitting the shelves until 1991.



Saint Dragon

Tzers

• While we all wait for *Switchblade* to reach the 8-bits, news has just come in of Gremlin's latest offering for the smaller machines. Yes, the Speccy version of *Supercars*, Gremlin's rather spanking overhead-view racing game, is scheduled for around August. Hurrah!

• Footie games aren't going to go away with the end of World Cup year, oh no missus. Krisalis have just announced they've got the licence to do a John Barnes game, which should be released in the first half of 1991! We're just a bit surprised nobody's done one about the Liverpool and England star already.

• What big film sequel would you most like to get your teeth into (if you were a publishing house, that is)? *Back To The Future II*? *Robocop II*? *Batman II*? Sensible choices all, but not the one Linel have plumped for, oh no! Yep, they're about to get under-way with the Speccy version of *The Never Ending Story II*! You remember the first *Never Ending Story*, don't you? It was the big fantasy film made in Germany with a giant cuddly dragon, a little boy and, erm, we don't quite know what else (none of us ever saw it). Well, the second one will be just the same only better. Er, see you there.

• Palace have been very (very) quiet on the Spectrum scene for absolutely ages now, but all that's about to change with the imminent release of *3D Pro Tennis*, a, erm, 3D professional tennis game. (Makes sense really.) We'll have the full review soon.

• Who's the funniest man in Europe? Why, it's that cheery japester Mel Croucher ('cult' journalist and industry guru) of course! And who's just started one of those rip-off expensive 0898 phoneline thingies, this time all about the jolly funny things that happen in the UK computer game industry? Why, it's Mel again! And who's going to bother ringing 0898 299399 to hear what it's like? (Um, we don't know actually. Nobody probably. It's crap.)

• And finally, Hewson. Not content with rereleasing their Southern Belle/Evening Star steam locomotive simulations (!) in a double bill package for all the trainspotters amongst you (we know you're out there) they've also got a brand new product called *Moonfall* waiting for us in the wings. Hurrah!

CHARTS

Last month's positions are printed in brackets.
Compiled by Virgin Megastore, Oxford Street, London W1.

FULL PRICE

1 (NE)	Manchester United Krisalis
2 (NE)	World Cup Soccer Italia '90 Virgin
3 (NE)	Cyberball Domark
4 (NE)	Kenny Dalglish Soccer Match Impressions
5 (NE)	Epyx 21 Epyx
6 (NE)	The Cycles Accolade
7 (1)	Rainbow Islands Ocean
8 (NE)	Bomber Activision
9 (NE)	Castle Master Domark
10 (RE)	Robocop Ocean

BUDGIES

1 (NE)	Football Champions D&H
2 (1)	Fantasy World Dizzy Codies
3 (NE)	Avenger Kixx
4 (NE)	Snooker Manager Hit Squad
5 (8)	Wonderboy Hit Squad
6 (NE)	Pro Boxing Simulator Codies
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8 (7)	Paperboy Encore
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YS SMASH

FERNANDE

Image Works

Yes, we know there's a fantabulous tips booklet attached to the front of this issue, but don't overlook the Smash Tape – it's packed to the gills with some real stonking stuff! Like this!

- ***Fernandez Must Die*** **– an excellent ex-full pricer from Image Works in the *Ikari Warriors/Commando* mould. It's a must! (Even if it has got a bit of a silly name.)**
- ***YS Capers*** **– a snazzy *Op Wolf*-style shoot-'em-up written especially for *YS* by freelance programmer Damian Scattergood! It features (nearly) the entire *YS* team! As the baddies!! And *it's* a must as well! Hurrah!**

Who remembers *Commando*? Good, wasn't it? Well *Fernandez Must Die* is nothing like that. *(Tell the truth. Ed)* Well, okay, it's quite a lot like that, except for a few notable differences.

Like *Commando*, it's a shoot-'em-up, and yes, it's a vertical scroller, and yes, it's very nifty indeed! (In fact, it earned a big *YS* 8/10 when it was first reviewed a year and a half ago.) But unlike *Commando*, running around shooting people isn't all there is to it. Oh no, sirree – Fernandez is actually (very slightly) strategic as well. You see, it lets you double back on yourself and explore different rooms and so on – if that proves to be your 'bag'. (It also lets you kill rather a lot of people, but as this is a shoot-'em-up I thought you'd take that as read.) Yup, there's something here for everyone!

We'll explain further in a minute, but first we'd better reveal just who this Fernandez chappie is, and why his 'coming a cropper' is so important anyway. (We know you're all dying to know.) Well, he's a South American dictator, isn't he, which is bad enough in its own right – what's worse is that he's the sort of South American dictator who's not content with merely dictating in one country – he wants to dictate in lots of them! And guess what his latest conquest is going to be? Yes, yours! (The scamp!)

Thus your task is to destroy the eight bases Fernandez has set up in order to control the land and so topple his dictatorship. Along the way you can collect bonus points by collecting stolen gold, freeing prisoners and destroying the dictator's buildings. As you can see, the (mainly monochrome) backgrounds are of the trees/huts/railways/bridges/sandbags variety (ideal for hiding behind!) and are all drawn big and chunky, with forced shading and shadows giving everything a nice solid feel. There's little of the incredible disappearing bullet syndrome here! The scrolling moves at a fairly leisurely pace for the walking segments, though it does speed up occasionally for the bits where you snatch a car to bomb around in.

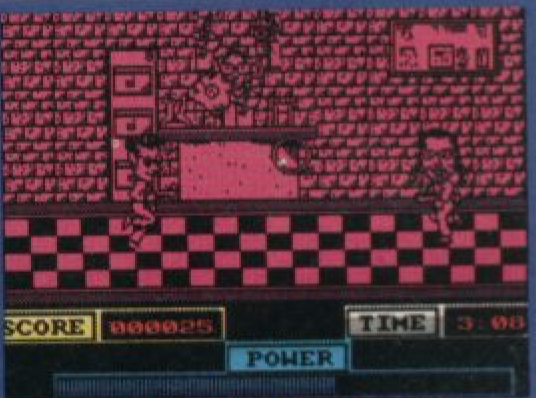
As you'd expect with this sort of thing, there are oodles of baddies to get rid of. These come in an assortment of varieties – normal soldiers (lots about, they come in a number of different types but are all fairly easy to kill), land mines, tanks (which give

YS CAPERS

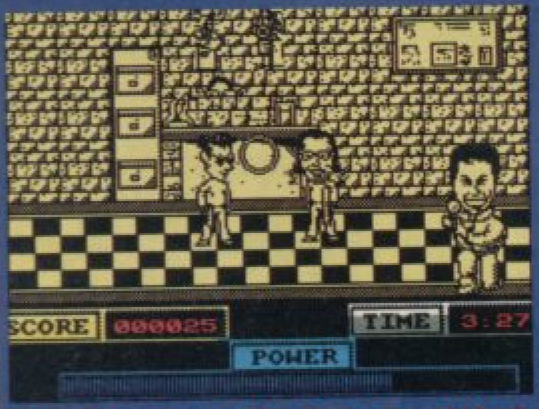
by Damien Scattergood

What's this? An *Op Wolf* clone, but with your lovable, huggable *YS* team as the baddies? Yes, it's true! This beezer little three-level blaster is the brainchild of one Damian Scattergood, a rather sick-minded and confused freelance programmer from Dublin. ('Sick-minded and confused' because he's painted the *YS* team as the baddies!) It seems (ahem) that we've all gone mad you see, and are out to kill you, our dear readers, by shooting out at you from the safety of your TV screens!! (Perish the thought.) Only you can stop us!

So how's it all work? Well, five members of the *YS* team are featured (Matt, Marcus, Whistlin' Rick, Andy and the little Trainspotter chappy from the letters page) and you've, erm, got to kill us all. Simple as that. And, despite the bizarre and (of course) totally unrealistic premise, would you believe it's a bit of a corker! Of course it is! Hurrah!



And no, our office isn't this big. In actual fact, it's (approximately) one sixteenth of the size you see here. Which is probably why we've got rather tetchy. And why we're shooting you. Er, bang bang. (You're dead.)



Better watch out – Bielby's about! (And David, and Marcus, and Andy, and the *YS* Trainspotter!) Mmm. Well, it sure beats the socks off Combat Zone!

THE SECRET LIFE OF DAMIAN SCATTERGOOD

So who is this Damian Scattergood chappy then? Well, despite being only a spritely-ish 24 years old, he's been around the industry for quite a while. What projects have you worked on then, Damian?

"Well, um, let's work backwards. I've just recently done the Speccy and Amstrad versions of *Superted* for Alternative, and before that I did the code for US Gold's *Moonwalker* and *Vigilante*. Then going back further there was the bit of work I did on *The Deep*, some early C64 stuff and lots of educational software. I used to work for Emerald Software (run by Martech's David Martin) but that was quite a while back."

Okey-dokey. So what are you working on at the moment?

"Well there's my own personel project, a 3D vector graphics game called *Skydome*. Other than that I'm usually indulging in my various hobbies – tennis, movies and reading really technical computer graphics books (!) – which I do all night."

Hmm, what else can we say but "Well done"?

TAPE No 32

[FERNAND]EZ MUST DIE

TAPE TRUBBS

Oh no! Your *YS* Smash Tape's refusing to load again (the pesky blighter!). It's just not cricket, is it? But don't despair, 'cos here at *YS* we've come up with a rather nifty little solution! Simply toss the offending cassette into an envelope, bung in an sae to keep it company, and lob the whole lot down to *YS* Tape Returns No 32 *Fernandez Must Die*, Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD. Within minutes* a brand new spanking cassette will be winging its merry way to your front door!

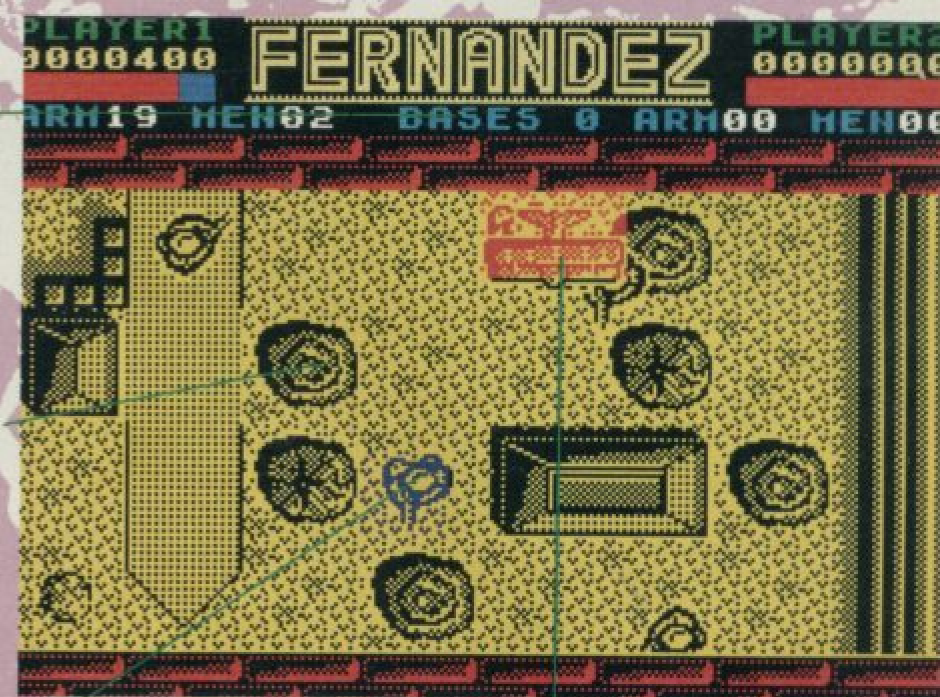
* Minutes being a relative term meaning anything up to 28 days.

you hassle if you hang around too long), rocket-launching speed boats (real nasty), lorries, trains, planes and so on. On your side you've got an infinite supply of bullets and a finite (but renewable) stock of explosive shells, which'll give you access to the various rooms among other things. You'll also want to find various grenades, gold (for extra points) and red cross boxes (which restore your health).

Ah yes, the rooms. These are a series of chambers linking the nine fields (ie levels) of the game together. Passing through them allows you to reach the eight air bases you've got to destroy. Other rooms contain the prisoners you've got to rescue – blast their cell doors with the explosive shells for extra points.

There are plenty of neat little touches dotted about too, one of the best being the map option, which helps you find your approximate position and the distance to each of the air bases.

All in all then, *Fernanadez Must Die* is a bit of a corker. In fact, it's probably one of the best games we've given away since, ooh, *Wonderboy* (or whatever). Have fun! (You're bound to!)



This top bit shows how many men you've killed and so on.

As you can see, the landscape is littered with 'spook shapes'!

Look out! You're facing the wrong way, you fool!

Blimey! Fernandez must be dead small to fit in this plane!

FERNANDEZ MUST DIE Controls Kempston, joystick or keyboard
Keys
1 Display Map 2 Pause
All other keys define yourself.
Machine gun = press Fire. Grenade/Cannon = press and hold down Fire.
To get into the jeep move next to it and press Fire.
To leave jeep move left/right in rapid succession.

YS CAPERS Controls
Kempston, joystick or keyboard
Keys Q = Up; A = Down; O = Left;
P = Right; Space = Fire
(C changes background colour.)

FERNANDEZ MUST DIE/YS CAPERS

YOUR SINCLAIR

YOUR SINCLAIR SMASH TAPE No 32

FERNANDEZ MUST DIE

The complete game from Image Works!

Plus

YS CAPERS

A brand new shoot-'em-up written specially for YS by Damian Scattergood.

FERNANDEZ MUST DIE

Image Works

An excellent vertically-scrolling shoot-'em-up with chunky graphics and action all the way. Fernandez has invaded your country and captured your friends – and it's up to you to stop him! Fight armies, tanks and boats, rescue your pals and above all remember that... Fernandez Must Die!

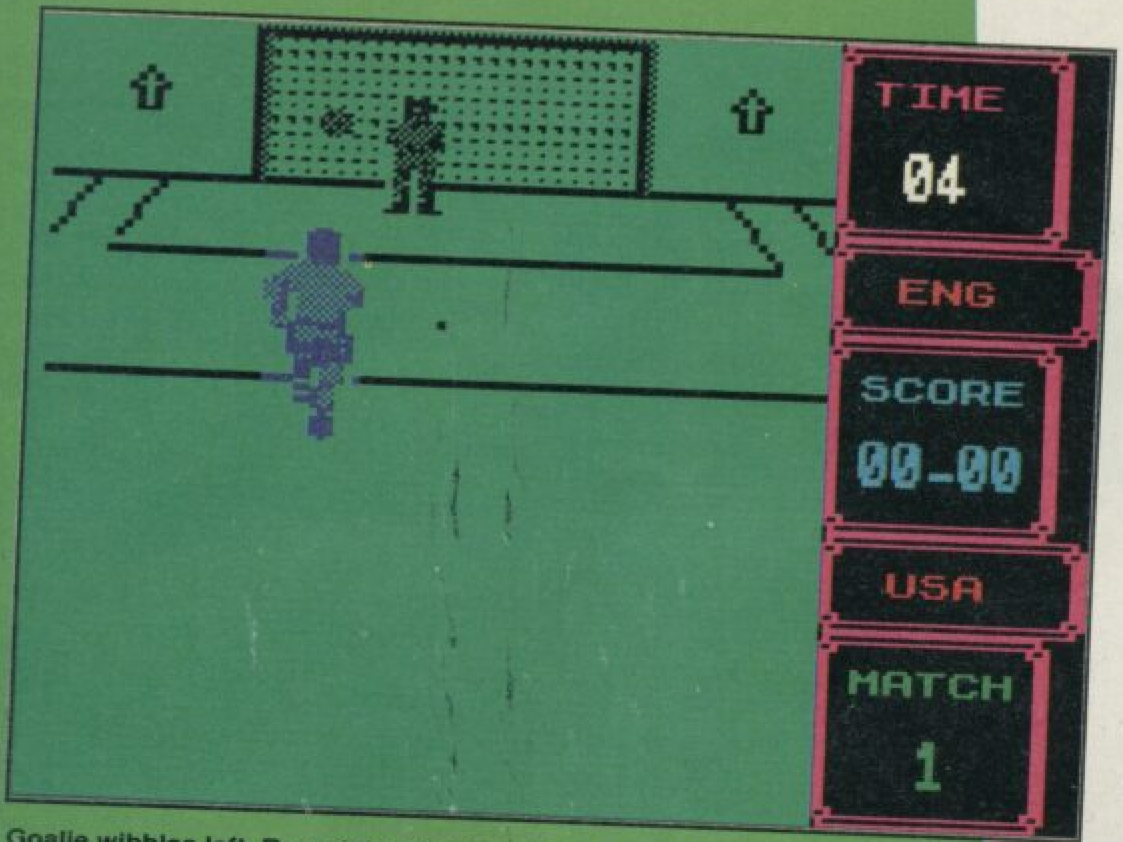
© *Your Sinclair*/Image Works

YS CAPERS

Oh no! The YS team have gone crazy and are shooting out of the TV set at their readers! Only you can stop them! Three levels of Op Wolf style nastiness, with the YS team as the meanest muthas of them all! (It's a cracker!)

© *Your Sinclair*/Damien Scattergood

snip snip



Goalie wibbles left, Roy of the Rovers wibbles right, he shoots and... and... Just how old is Roy of the Rovers anyway? He's been going for blimmin' ages.



Virgin Mastertronic
£9.99 cass/£14.99 disk



Davey You'd really have to have the intellect of a small frozen pea not to have realised there's a World Cup

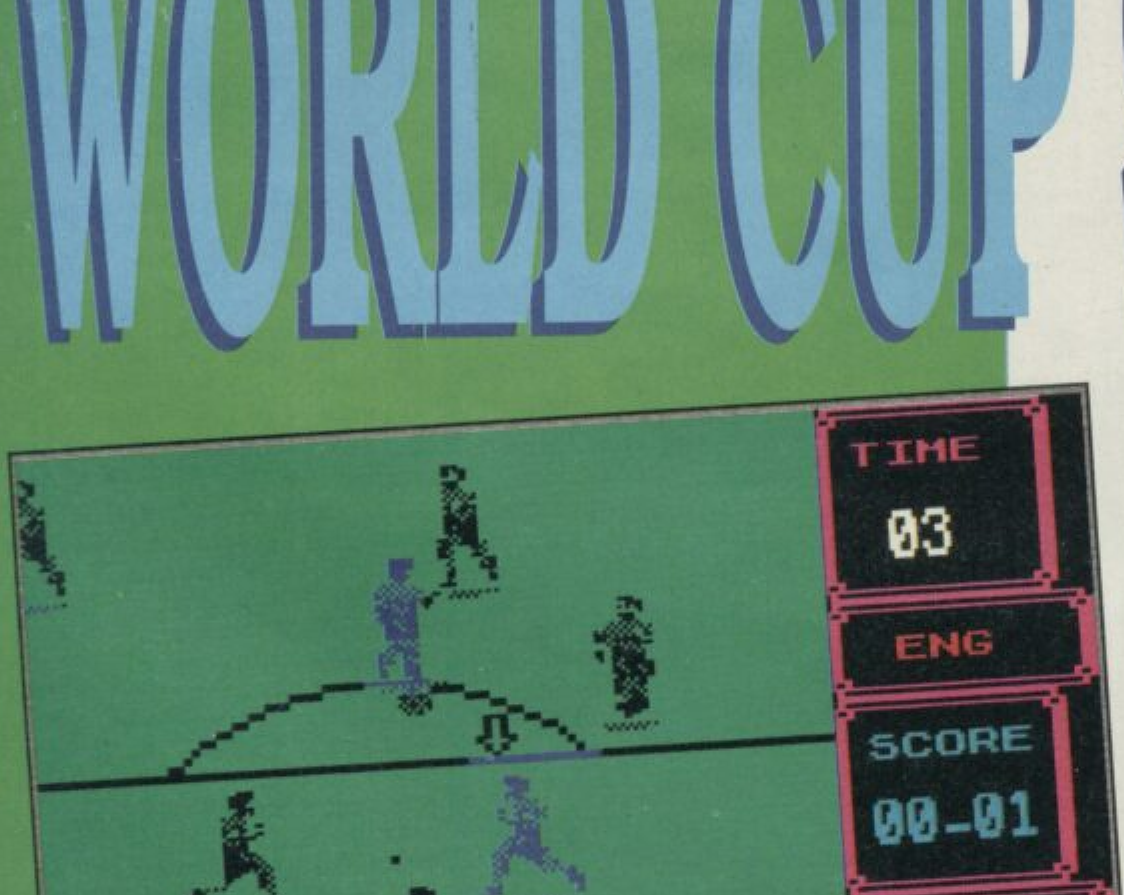
WORLD CUP SOCCER

this summer. *(I resent that remark! Small frozen pea's voice)* I mean, you surely didn't think it was a coincidence that every single software company in the world (and their dog) were inundating us with 20 trillion (at the last count) football games this year, did you? *(Actually, yes. Small frozen pea's voice)* I rest my case.

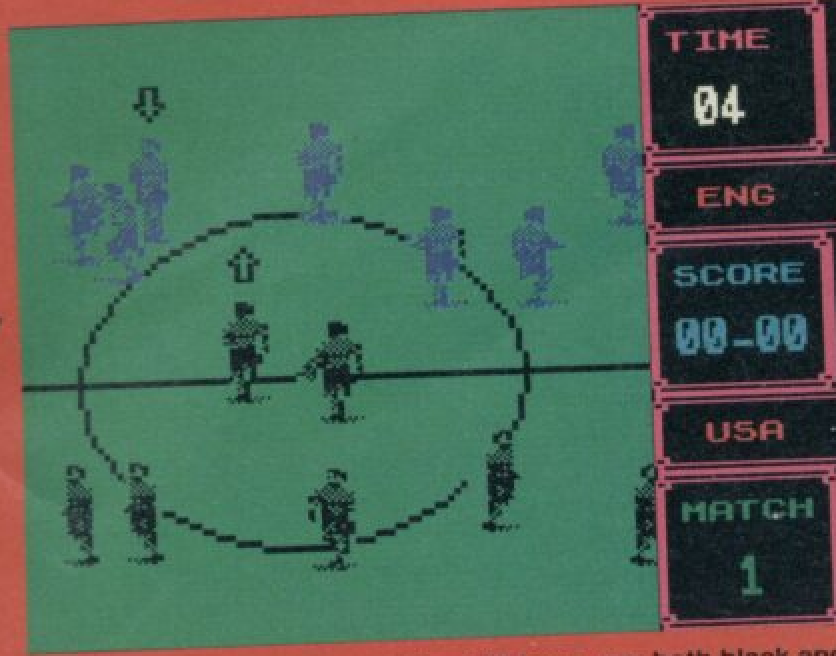
Anyway, of the aforementioned flood of footie games, here comes the only officially licenced one – it's Virgin Mastertronic's *World Cup Soccer Italia 90*. This game originally came to the toff 16-bit machines from a coin-op converted by some bizarre Hungarian programming house! Our version though, you'll be pleased to hear, has come via those much more sensible Probe chappies.

Gone is the horribly baffling Hungarian version of the World Cup qualifying charts, but so too has the ref, the red and yellow cards (yuk yuk!) and the players being carted off on stretchers (boo hiss!). What we're left with is your usual one- or two-player sort of overhead viewpoint arcade football game in which you lead Italy, England, Belgium or Spain on their bid for the World Cup. Why? I mean what happened to Scotland, Eire, Brazil, West Germany and the other 16 qualifying teams? Perhaps Virgin thought these were the only teams worth watching!

Anyway, the control system again offers little new – as usual you control the arrowed player (press Fire to move to another player). When



Young Wilson, Fulchester United's star striker, sweeps down the wing in a bid for goal, scoring fame and fortune. *(Fat chance. Ed)*



Ooyah! All this ferocious tackling will leave you both black and blue! (Er, except you already are of course!)

pursuing the ball you press Fire to perform a sliding tackle and when in possession press Fire again to kick. Where *World Cup Soccer 90* differs is in the way it switches viewpoint once you approach the goal – you find yourself positioned behind the striker staring into the net! Oh, and if you're defending you get to

R ITALIA 90

control the goalie. Anyway, you both sort of move left and right in a crab-like fashion, then the striker shoots and the goalie (sometimes) dives (usually the wrong way). But don't dawdle too long though or you switch back to overhead view as a defender deftly whips the ball out from under your feet!

The pitch is green (of course) and the two opposing teams are blue and black. Sound is confined to a simple whistle for free kicks, and a salvo of whistles for full time. Still, despite the limitations of Speccy graphics, the gameplay is smooth and addictive. The 16-bit difficulty levels have gone unfortunately and, contrary to popular belief, Soccer – in *World Cup Italia 90* – is a game of one half. Win the four minute match and you're onto the next qualifier etc etc. Nothing ground-shattering here, but smooth gameplay and plenty of addiction. Perhaps not the best of the World Cup batch (largely because apart from the title and the instruction booklet it has very little to do with the machinations of the World Cup!) but a close contender as a pretty good footie game.

finalverdict

80 60 40 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
78°	70°	82°

DIAGNOSIS

Above-par footie arcade action. Not that bona fide a World Cup game, but addictive fun nevertheless.

INSTANT APPEAL 80°

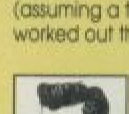
79°

JOYSTICK JUGGLERS

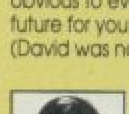
Summer is here, and the Jugglers have decided they've been sitting around in front of their Speccies for too long! It's high time they went outside and did some proper exercise – but what sports should they choose? Read on..!



Rich 'The Eagle' Pelley Rich has been having real problems – it isn't so much which sport he'd like to take up (he quite fancies lots of them) but what it's actually physically possible for him to do – considering his insistence on wearing the most ridiculous flares! Cycling was well and truly out (his impossibly huge trousers would soon become entangled with the chain), as was the high jump (or 'high trip' in his case) and, indeed, most of the track and field events. We couldn't come up with anything – until a freak accident involving a high wind and a skateboard showed us the way! Yes, Rich should take up ski jumping! His patented flare extension device (see last issue) holds the bell bottoms safely away from his legs (meaning he can get the skis on) while the sail-like quality of his chosen leg-wear gives him an unfair advantage in the 'jump length' stakes (assuming a following wind). Watch out for him in the next Winter Olympics (if he's worked out the 'flares as parachute' safety device by then, that is!).



David Wilson Everyone immediately knew what sport David should take up – everyone, that is, except David. He was too busy worrying about how he'd manage being separated from the love of his life (his 'gleaming' red Triumph Herald) for long enough to play at all. How about squash, David? we asked. "No, it's an indoor sport – I could only do it if there was a glass wall to the court so I could see the car park." Blimey! That knocks 70% of known sports out straightaway! What about javelin throwing then? You do that outside. "Only if they'd let me park my car in the stadium." Hmm. What you really want is something which you *and* your motor can compete in. "Yes, I've thought about that," he admitted, "but my Triumph isn't really a Formula One car, nor does it have the right power-to-weight ratio for drag racing." (Like we said, the answer was obvious to everyone except David.) Finally we broke it to him. "There'd be a great future for you (and your mount) in the exciting world of... banger racing!!" we cried. (David was not amused.)



Marcus Berkmann Actually, with Marcus the problem is slightly different – not which sports to play, but which ones to drop (he does too many already). For instance, the old boy's cricket team had to go (it was taking him too much time to iron his whites), as did the polo and the bullfighting (with Farty's death, there didn't seem to be much point). So what did that leave? Only the aerobatics, the olde worlde soccer (Marcus plays in a special team where they all wear ankle-length boots and shorts down to their knees) and the Amazon rafting expedition (using a raft constructed entirely of old lollypop sticks). Good luck, Marcus!



Matt Bielby Matt has a slight problem with sport – he's crap at it. It doesn't stop him trying though (though he normally turns up late). For instance, he got well stuck into playing for the Future Publishing softball team recently, though as a catcher he was hopeless (he put the glove on wrong and kept complaining that his fingers 'felt funny'), as a batsman he was spectacularly bad (he hit it smartly into the air for an easy catch every time) and as a outfielder, well, he soon got bored and wandered off in the middle of the game for 'a bite to eat'. Not surprisingly we've had him transferred to the Future Publishing croquet team instead (where he'll do less damage).



Kati Hamza Being a girlie, Kati's into horse riding, gymnastics, netball and ballet. She's also into badminton, squash, tennis and volleyball. And snooker, pool, darts and skittles. And hang gliding, drag racing, pot-holing and... Hold on, hold on! How can you possibly do so much stuff? Where do you find the time? "Oh, it's easy!" she bubbled. "You see, I only ever play anything once, then move onto the next one. It's all to do with keeping up my 'new girl' status, you see." Um, no. Aren't you going to run out of sports at this rate? "Well, yes, that is proving to be a problem. This week I'm taking one lesson each in welly throwing, lueging (a weird sort of sledging) and ice surfing. I don't know what I'm going to do next week though – I think I've tried everything. You don't think I'm going to have to repeat myself, do you?"

SCORES

90° - 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90 or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!

80° - 89° PDG! (ie Pretty Damn Good!) A game well worth digging into the old dosh bucket for!

70° - 79° A very enjoyable game, but might not be of lasting appeal to everybody.

60° - 69° A few niggles. Lacking in certain areas. Think before you buy!

50° - 59° Pretty average. Very average in fact. Actually, it's a bit crap.

40° - 49° Um, below average (believe it or not).

30° - 39° So sickly it's due to hospitalised!

20° - 29° Very poorly indeed.

10° - 19° Critical – not expected to last the night.

0° - 9° Clinically dead.

WIN!

A SIX-FOOT BCE SNOOKER TABLE! PLUS! A FULL-SIZE PROFESSIONAL SNOOKER CUE AND CASE! PLUS! 250 COPIES OF IMAGE'S NEWIE *SNOOKER MANAGER*!

Come on down!
Blimey! What an incredible array of prizes! Let's go through them, shall we?

For starters, our winner will get a high quality six-foot BCE snooker table – just small enough to fit somewhere in most houses, yet big enough to have a good proper game on! It comes complete with two small cues, a set of super crystallite balls, a triangle and a score board, and it really is the business. But that's not all! (Oh no!!)

Our winner will also receive a full-size professional snooker cue and case (worth a small fortune on its own!), a hard-backed snooker encyclopedia book thingie, two rest heads (a normal one and a spider one – and if you don't know what a rest head is, they're the things you rest the end of the cue on when the ball's too far away to make a bridge with your hand), six Blue Diamond snooker chalks, one Image Software T-shirt and a copy of the brand new *Snooker Manager* game for the Spectrum. (Phew! What a lot you got!)

That's still not all though – 249 (249!) runners-up won't go home disappointed either! They'll each receive a copy of the incredible *Snooker Manager* game for themselves. It really is an amazing giveaway, especially when you consider that if you added the combined value of these prizes up you'd be talking something over £1,000!! Blimey!

So what's Image Software then, and why have I never heard of it before?
Well, you mightn't have heard of them before (after all, Image aren't all that well-known at the moment) but you can be sure they'll be cropping up quite a lot in the near future! You see, Image is a new budget house from the South West (Torpoint in Cornwall to be precise), specialising in the 8-bit market. Jonathan at Image reckons they should be bringing out up to three new titles a month at a £2.99 price point (and who are we to doubt him?), the first three being *Snooker Manager* (hence this snooker compo), *Superquiz* and *Tennis Manager* (which'll be released in time for Wimbledon). Indeed, you may have even come across *Snooker Manager* before (it was sold on mail order through this very magazine at a £7.99 price point earlier in the year) but this is the first time it's been available in the shops, and we'll have a full review next issue. The guys are also looking to produce a SAM Coupé version of *Snooker Manager* using the full SAM graphics and sound capabilities – look out for it in the *SAM Surgeon* section of the mag shortly!

So what do I have to do?
Well, it really is easy as potting a red. Just take a stab at answering these simple snooker questions on the coupon below (we've given you a choice of three answers for each one so it shouldn't be too hard). Now clip the coupon out of the magazine (or send a photocopy if you prefer), add your name and address, plonk it in an envelope and send it off to *I've Seen People Miss Those Shots Many Times, I Can Tell You, Matey* Compo, *YS* Compos, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. The closing date will be July 31st, so don't forget it!

RULES
- Future Publishing are 'spots' and Image Software are 'stripeys', but neither side are allowed to try and pot in this competition, or there'll be trouble! *(But that's pool! Ed)*
- End of play is on July 31st 1990, so anyone trying to play on after that must be 'potty'.
- Arguing with the umpire (that's Matt, as ever) about the results of this would be extremely ill-advised – he has a tendency to get very stroppy about that sort of thing.

Red Question
When was the world's first snooker championship played?
a) 1916
b) 1844
c) 1760

Pink Question
How old was the youngest person ever to win a world snooker title?
a) 15 years and 312 days
b) 18 years and 191 days
c) 25 years and 16 days

Yellow Question
What is the most times anybody has ever won the World Professional Snooker Championship?
a) 12 times
b) 15 times
c) 27 times

Black Question
Snooker is said to have been created as a hybrid of which three games?
a) Pool, backgammon and hockey
b) Croquet, billiards and Subbuteo
c) 'Black pool', 'Pyramids' and billiards

Ha! I'll easily get all these balls in the pockets (on first break too)! The answers are...

Red Question .... Yellow Question ....
Pink Question .... Black Question ....

Name...

Addres...

....

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MIDNIGHT RESISTANCE



Special F/X's last coin-op conversion for Ocean was the Megagame *Cabal*, so we were all fired up to see what their newie would be about. The only problem is they don't seem all that sure themselves! MATT BIELBY tries to piece it all together.

Midnight Resistance – what's it all about then?

Special F/X aren't too sure. "Oh, it's, um, something to do with your grandfather, grandmother, dad, mum, brother and sister (phew) all getting kidnapped by some baddies who want your grandad – a scientist – to build them an atomic bomb. Or something." And who are the baddies? "Um, well, it's a sort of alien brain thing. Hold on, I'd better go and ask someone... (Comes back.) Er, actually, we think it's some sort of mystical force. It doesn't really matter, does it?" Not really, no. Any excuse for a shoot-'em-up, eh? "Yep, that's about the size of it."

This coin-op converting lark is a funny old business. Half the time the programmers (in this case Special F/X staffer James Bagley and his graphics chum, Charles Davies – the team responsible for *Cabal*, *Red Heat* and *Gutz*) just get landed with an arcade machine and asked to get on with it. All the game design has probably been done two years before in another country by someone they've never met and whose name they probably couldn't pronounce even if they did!

This being the case, plot and so on is understandably low on their list of priorities. Their task is to reproduce as accurately as possible whatever it is they find in the coin-op – if there's a 'giant chocolate bar on wheels' (as Jim describes one of the enemy tanks) then that's what they've got to try and put in the Speccy version, without particularly worrying if it makes any great sense to them or not. Hence, I suppose, the vagueness about the plot. Like I said, it's a funny old game.

So what can I tell you about *Midnight Resistance* then? Well, in this case the coin-op original is a big Data East jobbie that started appearing in UK arcades towards the end of last year. It's a *Grysor*/*Robocop*/whatever-else-you-care-to-mention type shoot-'em-up, set in a run-down near-future world. Our hero is a little Rambo lookalike, armed with an upgradable gun and equipped with a remarkable eight-directional firing ability, which remains largely unaffected by whatever else he might be doing at the time – whether he's climbing a ladder, lying down or even crawling, he still manages to

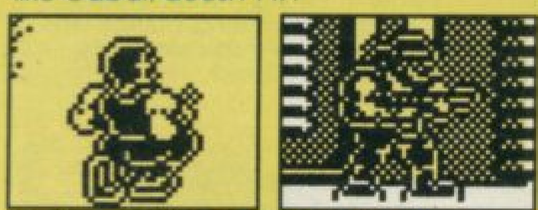
spray lead in any direction he fancies! This rather impressive animation and unusual control system was the big selling point of the machine and helped make it a fairly sizeable hit. Understandably then, these controls are one of the things Jim and Charles are most concerned to get right.

Shining the light

Anyway let's get back on the blower to Jim and see what sense we can make of it all, eh? Okay, Jimmy, give us your best shot.

"Well, the game's a nine-level multiload, one-player-only shoot-'em-up. The scrolling works on the push-scroll principle, where you have to get to the right-hand side of the screen before it scrolls on the next bit, as opposed to the whole thing moving all the time. Each of the levels is about eight screens long and some of them are about eight screens down as well – there are various ladders and so on dotted about to help you get around. You shouldn't wander about too much though – there's a fixed route you've got to take. When you start the game you get three lives, but we've got a continue option in it so you don't keep getting chucked right back to the beginning again each time you die."

I like the graphics. It looks very much like *Cabal*, doesn't it?



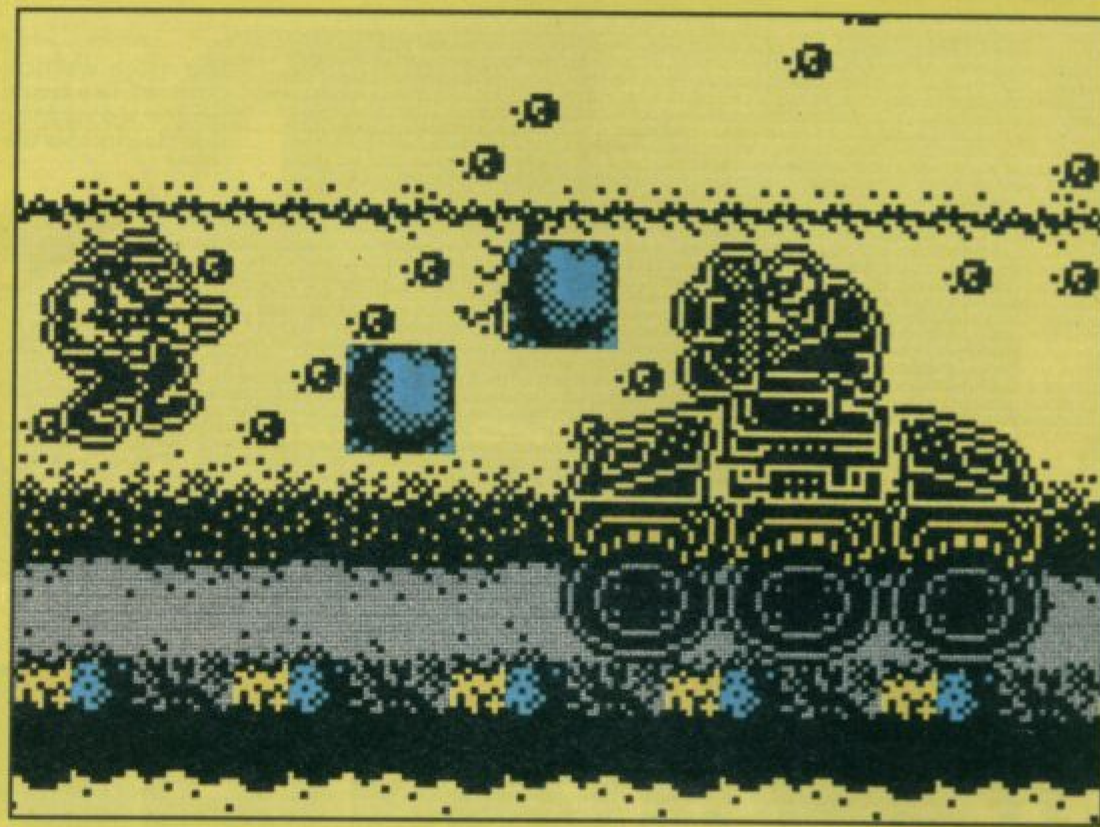
Kissing cousins - *Cabal* (left) and *Midnight Resistance*.

"Yeah, that's Charles for you. We've managed to get a fair amount of colour into it which is good – not on the sprites really, but in the backgrounds. Put a mainly black sprite on a flat coloured backdrop and it works quite well."

There are lots of collectable weapons in the game, aren't there? Can we go through what they are and how they all work?

"Okay. Well, you start off with an ordinary pea-shooter thing and, though there're no changes to the way the sprite is drawn, you can upgrade it to all sorts of good stuff. Collect keys from dead baddies (up to six a level) and you get to spend them in the weapons shop that appears at the end of each load. There's a full auto machine gun thing to go for, a shotgun (which doesn't fire very rapidly, but each bullet does lots of damage), a three-way firing gun, and a flame thrower, which is one of the best to get. There are some other extra bits and pieces too, which don't directly upgrade your gun but seem to work separately, a bit like smart bombs. There's a big one-off homing missile, something called 'Nitro' which fires bullets in five different directions (I think) and 'Shower', which fires eight rounds all at once right across the screen. The 'Supercharge' bonuses give you extra life on a weapon too. All good stuff really."

Indeed. Can you take us through all the individual levels one by one? Just tell us what the backgrounds are like, some of the main baddies you'll encounter, that sort of thing.



A typical *Midnight Resistance* confrontation from early in the game – you're the little bloke on the right, and the tank's, erm, a tank. (Simple really.)

Level One

"Right. This first one seems to be set in New York sometime in the nearish future. It's all very run down but you can see lots of big buildings in the background. There are futuristic overhead railways there too. On this one you fight lots of normal baddies – they're just your standard gunmen and thugs really – and face a big tank at the end."

Level Two

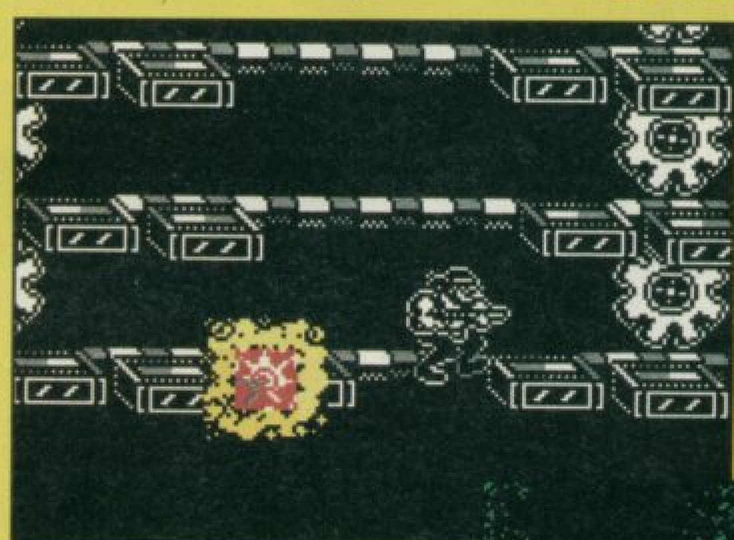
"This starts off in a similar sort of way, but then you enter a system of tunnels where you have to face another tank and then later on something we've nick-named 'the chocolate bar'. It's a sort of different type of tank, but very long and low. And it looks like it's made of chocolate (hence the name). Anyway, it fires rockets at you."

Level Three

"All right, now we've entered a forest. There's a big laser gun mounted on a sort of tower that you have to get rid of, then you have to go up a series of lifts into the tops of the trees. The worst baddies in this bit are a bunch of sort of flying cog wheels – first you come across four of them, then higher up two more. These ones are bigger and whizz all around the screen in opposite directions – very difficult to kill."

Level Four

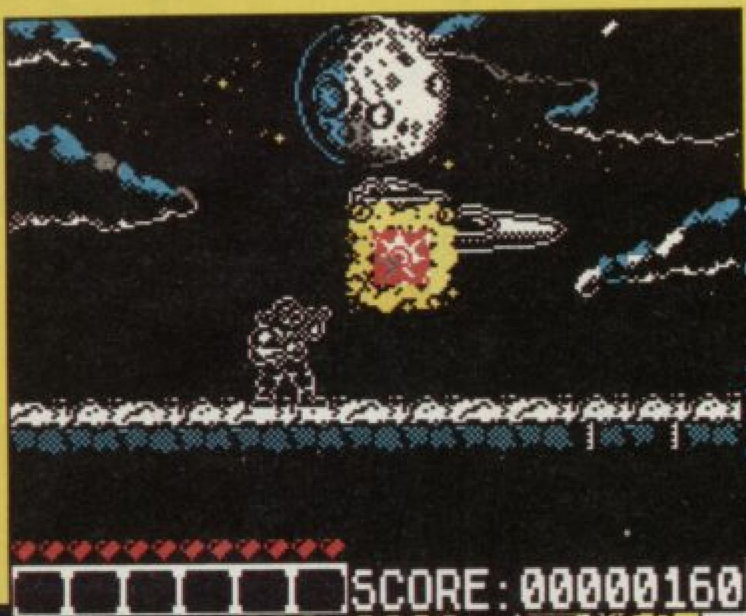
"This one we've nick-named the 'waterfall level' because at one point you go past a waterfall with a fish in it. (Obvious, eh?) It starts off in a cave, then moves out into the open, where planes fly towards you out of the screen *Cabal*-style. You have to shoot them loads of times to get rid of them too."



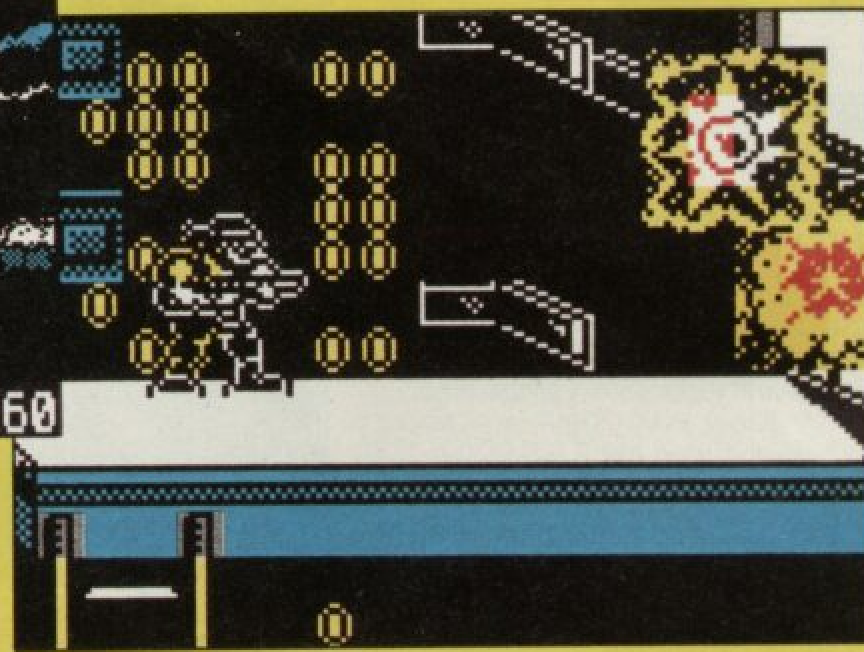
Eek! It's the attack of the horrible deadly cog wheel monsters from hell! You can see the distinctive Special F/X style at work here – chunky graphics with bold outlines, flat slabs of black or a colour for the background and occasional bright highlights...

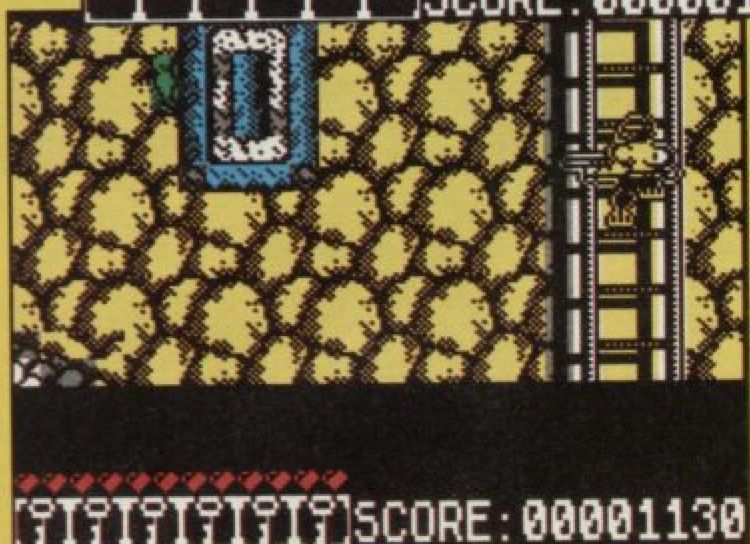


...it all adds up to a clean, clear, cartoony-style ideal for the Speccy. Excellent! (Quite why the tubby sprite with the mask hasn't spotted our hero yet is a bit of a mystery to me though – he stands out so well against that dark background and everything I'd have thought picking him off would be a cinch.)



Left Here we have one of the planes from Level Four (I think).The boxes at the bottom of the screen are where we're meant to store the keys we've collected. Not doing too well so far, are we?





Left Plenty of climbing up and down ladders in *Midnight Resistance*, though when you're travelling up and down the screen flips rather than scrolls. (Doing a bit better on the keys front, aren't we?)

Above Eat lead death, scummy alien wall thing! We're about half-way through the game now, though I don't know if we'll get much further if we keep wasting bullets like that. Still, the explosions are nice, aren't they?

Level Five

"This is set inside the sort of launch silos you get for big rockets and missiles. There's a big helicopter to fight, and the 'Electro-man' – a chap about the same size as you who's equipped with a suit that shoots sparks off in all directions. You have to shoot out each individual spark before getting the bloke himself."

Level Six

"We're back in the tunnels for this one. At one point you face some more of the cogs – lots of little ones, with a big controlling thingie in the middle which you have to take out first."

Level Seven

"Aha! Now this one is quite different. It's set outside again on a sort of dock, with a big ship (about four screens long) moored next to it. You've got to kill the ship by blasting out each of its gun turrets in turn."

Level Eight

"Nearly there now. This one's pretty wild – you're climbing lots of ladders, there are flames all around and a giant mechanical snake thing swishing around at the top, then climbing down the ladder towards you. One unusual thing about this one is that at the end instead of the weapons shop room you come across the prison where the various members of your family (remember?) are being kept. This time the keys you've collected actually work as keys, and you need all six to rescue the lot of them."

Level Nine

"Right, we're there now. This is pretty unusual too – it's sort of hard to explain, but it consists of lots of big faces that close in on you from all sides. The last big face (the main baddie) turns into a brain when you blast him, then shoots worms out at you. Very nice. And there you have it."

Brilliant, Jim. Before you go, any big problems you experienced working on this one?

"Nah, not really. Finding the memory for everything is always a bit of a problem, especially with the colour we wanted to use. The coin-op in fact had quite a lot of bugs in it – we had to identify them and make sure we didn't reproduce them on the Speccy!"

Excellent! And so there we have it. *Midnight Resistance* looks like being a significant improvement on *Cabal* – it's certainly a lot more varied and ambitious, and the graphics you see here look very impressive indeed. Surefire Megagame material, anybody? Well, maybe – check out the review any issue soon and we'll see!



Yikes! It's a giant alien brain thing/ mystical force/ whatever monster! And it's right behind our hero! (Didn't he ever go to any pantos as a kid – he should know that's the first place to look!)

Our hero – and what a spritely chappy he is too. There are oodles of moves he can make, trillions of directions he can fire his gun in, and zillions of frames of animation to each. What a star!

Here's where you keep your keys – essential for new weapons and so on.

And finally our score – bit crap so far, isn't it?

FAX BOX

Game	*Midnight Resistance*
Publisher	Ocean
Programmers	Special F/X
Price	£9.99 cass/£14.99 disk
Release date	June

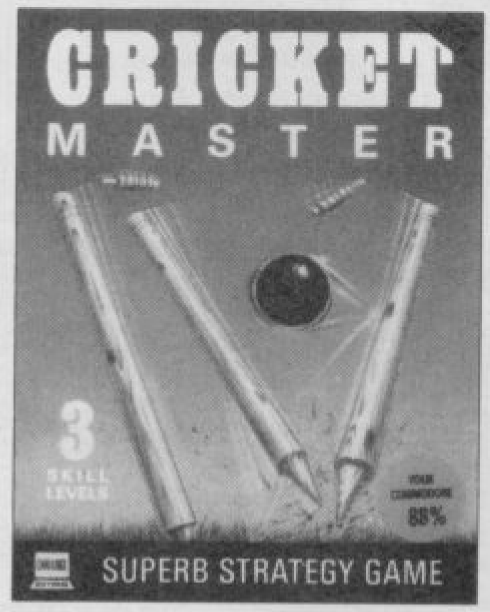
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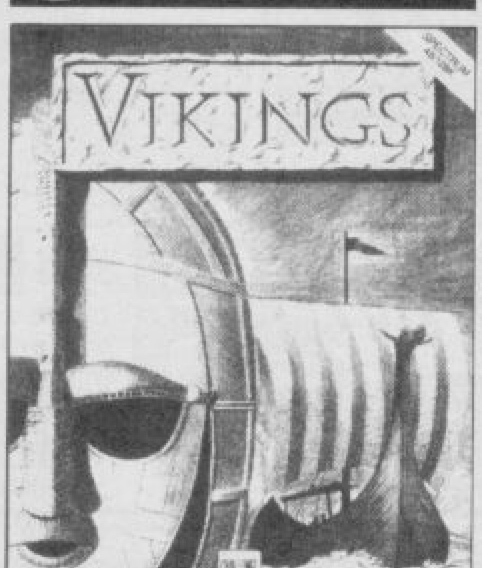
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Matt Lots of famous things come from Manchester, don't they? (The Manchester Ship Canal for one.) It's a happening sort of town. More flares were sold there last year than straight trousers, for example. (Yes, it's that trendy!) In fact, just about the only people in Manchester who don't wear flares are the footballers, and that's only because wearing shorts is part of their job (they wear flares in their private lives, most of them). Like I said, it's a happening town.

It's also got a rather happening football team (well, it's got two football teams, but we don't talk about 'the other one'. Not in this review anyway). As anyone who knows anything about anything will already know (phew!), Manchester United has had a pretty spectacular history (rather neatly outlined in the front of this game manual in fact). The high (and low) points were during the '50s (when footballers wore flares too!), with the remarkable victories and then tragic deaths of 'Busby's Babes', the Man U team made up of the finest young footballers of the period. The nation was rocked.

And, as it 'appens, the nation's being rocked by footie this year too, which causes a bit of a problem as far as we're concerned. There are so many soccer games about it's becoming a bit of a nightmare rating them all – they're just all so similar! Or should I say, most of them are very similar – *Manchester United* (the computer game) is quite a different kettle of fish.

For a start, it's one of those rare beasts – the half management/half arcade game, firmly split into two loads which you can play together or separately if you prefer. In management-only mode, both teams are controlled by the computer, and you just sit there twiddling your thumbs (in true management style, ho ho) while your decisions to train, buy new players or whatever are

Here's the master screen for the management bit, each icon taking you into a different part of the game. Let's see what they all do, shall we?



1 Team Squad
This bit gives you the details of your current players.

2 Players Injured
Includes details of their injuries and healing times.

3 Players Suspended

4 Progress Charts

5 Transfers
Allow you to sell or bid for a player.

6 Game options
Save to tape, or adjust aspects of the game.

7 Matchday section
This bit takes you into the actual footie.

8 Training
Don't push 'em too hard!

AMC

Dinamic/£9.95 cass/£14.95 disk



Marcus Yes, I thought *AMC* was some new hip hop artist from the Bronx too, but in fact it's Dinamic's latest scrolling shoot-'em-up, and fans of Dinamic's scrolling shoot-'em-ups will be delighted to hear that it's exactly like all Dinamic's other scrolling shoot-'em-ups.



Pretty in pink – if only it wasn't so boring.

So where are we? What's going on? What am I looking at here? Good questions one and all, and after long and detailed research (reading the instructions) you soon discover that you're on the planet Dendar, a beautifully multi-hued world full of more than mildly deadly alien beings. You have, it transpires, been sent there by the AMCCB (short for Astro Marine Corps Central Base, part of the SOKK Federation). Why? Because you're the hot poop leading light in the AMC (Astro Marine Corps), and their best hope in defending the planet from the notorious Deathbringers, a collection of sprites so evil that they plan to take over the galaxy. Well, why not? It's early Sunday afternoon, everything's shut – what else is there to do? But you, poor fool, must turn off *McCloud* and go and stop them.

This broadly involves running along the usual scrolling course trying to kill everything that moves. There are an awful lot of nasties – Assault Troops, Killer Worms, KL-234 Robots, AT-140 Mines and even XIAROS birds, and that's just for starters. Although the instructions tell you what these things do, they don't tell you what each of them looks like, which means you just have to guess when one of them crops up, by which time you are usually DEAD.

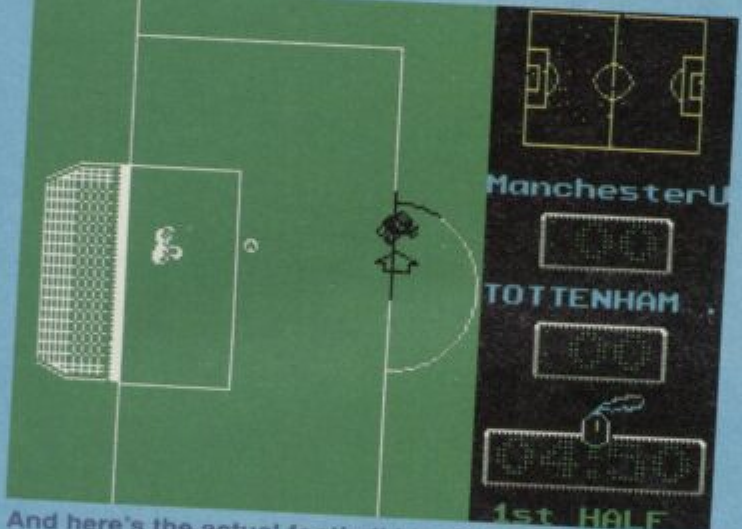
Still, this makes for fast and action-packed gameplay, as Dinamic, after years of producing what essentially amounts to the same game, have refined it to a high art. Graphics are clear, colourful and quite hefty, while the actual game whiffles along at real speed. I'm not entirely convinced by the scrolling, which, when it moves up and down hills (hey, let's get multidimensional here) is a little jerky. But you soon get used to it. The game has many other odd idiosyncrasies – for instance, when you shoot your bullets on

ER UNITED

tested on the pitch. In arcade-only mode you have an okayish but unspectacular footie sim. It's only when combining the two that you get the true flavour of the game.

Anyway, let's play it. Boot up the management load and you're faced with a rather pretty pic of a footballer and various icons dotted all over the place. Access any one with the cursor and you get a rather neat fade effect before being dropped into either a further set of sub-options, or a typical management-style list – you now get the chance to do something to modify your team's performance.

How about mucking about with the make-up of the squad (starting off with a fully-fit team, you gradually suffer injuries and suspensions as the league progresses) by changing positions and buying or selling players? Or what about upgrading their training schedule (not too harsh though, or they'll get tired, demoralised and injury prone)? You can set game difficulty levels and match time, keep an eye on progress charts (and the front page of the local paper for info on your own popularity!) or check on the league and how future opponents are doing too! It all works very smoothly indeed and is well presented (or as well presented as masses of lists can be!). But for all that it's just a management game. You may hate them. Be warned.



And here's the actual football bit. Like *Kick Off* it's blobby and full of glitches, but luckily it plays well.

Then there's the arcade section. Now to be honest this isn't the best footie sim we've ever seen (but then nor is it the worst). In fact, it's very much along the lines of the Speccy version of *Kick Off* (if you remember that). An overhead view, with fat, blobby graphics and a few programming discrepancies, it plays very fast indeed, the ball bouncing around all over the place. Fun, but not that much like the real game, I reckon.

So what's the verdict? Well, if straight arcade footie is your bag there have to be better choices, but if the player/manager combination appeals and/or you're a big fan of the team themselves you could do a lot worse.

(I have to say though that both this and the various Liverpool games seem like slightly strange moves to me – after all, aren't you going to get a game that sells very well in its home town but does dismally in London or wherever, where Spurs, Chelsea or Arsenal fans will probably burn down the shops where it's sold? No? Oh well, that's all right then. Just a thought.)

finalverdict

80 60 40 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
77°	68°	81°

DIAGNOSIS
Fast but simple footie sim combined with well-presented management – nice if that's your bag.

INSTANT APPEAL 70°

74°



Not at all sure what the big eyeball jobbie underneath is meant to be – it doesn't actually seem to do anything.

a level bit they'll carry on going level if the course slopes down. But if the course slopes up, the bullets follow it – which gives you a vital and entirely unfair advantage if you happen to be in a hollow.

Naturally the powers that be have left lots of goodies for you to collect – extra lives, more energy, better guns, shields. As you attempt to finish the first part of the game – yes, in true Dinamic tradition, this is a two-parter – you'll need every bit of help you can get, so don't spurn it. You'll also need a memory like an elephant's, because the controls – and we're only really talking about running, jumping, ducking and firing here – are devilishly complex. Want to advance shooting upwards? Then press Left or Right (whichever way you are going) and Fire, then Up and Fire, then Up. Or if you want to jump and shoot diagonally downward, press Left or Right and Up, then Fire and Down, releasing Up. Still, if you're still scratching your noggin over that, there's always the (newly translated) instructions to keep you amused. At one point, apparently, you'll be encountering AHE – or Authentically Huge Enemies, to you and me. And each version has been developed in full colour "without any mixage". "Phew!" is all I can say.

But the game, in the end, is so much like *Army Moves*, *Freddy Hardest*, *Game Over* and all the others that there's never any feeling that you're playing anything that you haven't seen a million times before. My guess is that it's not quite as hard as those earlier games – at least not at the beginning, where you are actually allowed to get beyond the first screen or so – but it's a refinement, not a development. What it desperately cries out for is an idea – just something new to lift it out of the morass of utter predictability. It's beautifully programmed, of course – Dinamic have improved enormously in this respect since their early titles – but it's desperately uninspired. Only if you're a hardened Dinamic fan (and you don't mind shelling out for the same game over and over again) should you really consider investing in it.



Eat strontium death, alien prat! (Ahem.)

finalverdict

80 60 40 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
70°	88°	72°

DIAGNOSIS
Pretty, well programmed but desperately uninnovative Dinamic shoot-'em-up.

INSTANT APPEAL 77°

75°


COMING SOON...
BACK TO THE FUTURE PART II TM
DMC
IMAGE WORKS TM
1
2
3
4
5

HOW 2 HACK

Last month JON NORTH took two steps forward. This month he takes three steps back. And then does nothing at all. Confused? You will be...

Hi. Welcome to the second part of How 2 Hack. If you remember, last month we took a look at the 'Working Forwards' method of breaking into a program. This time I'm going to outline the other two ways of doing it – 'Working Backwards', and 'Not Working At All' (multiface hacks). For those of you who missed last issue, well, you probably won't have the foggiest idea what I'm going on about. (Why not invest in a back issue?)

Working Backwards

This is known as 'backtracking'. You work backwards from the Game Over message to find infinite lives. To start with, find the message you get after you lose your last life, like 'GAME OVER' or 'You're Dead'. Now convert each letter into its ASCII value and search for the first, say 5 or 6. Don't search for the last one, because this sometimes has a different value (to tell the printing routine that it's the last letter). If the message is 'GAME OVER' the values you search for are 47 41 4D 45 20 4F 56. This will search for GAME OV which can only be the Game Over message, and so will only appear once. If you can't find it forget any ideas about backtracking for that game – the text will be encrypted and will take lots of know-how and time to find. If you do find it you then search for the address it appears at – if the address is ED47, say, search for 47 ED. If nothing comes up try going one or two back from this (46 ED or 45 ED). There may be some special characters at the start of the message, like the PRINT AT coordinates or the ink colour. Go back up to about five or six bytes away. Now check the values before each occurence of the address. The values you are looking for are 01, 11 and 21, which are LD HL, address; LD DE, address and LD BC, address. This is the routine that prints the message on the screen. If the address occurs several times there should only be one occurence that prints it. If there are more then write them all down and treat them separately. Go back about 30 or 40 bytes from each LD BC/DE/HL you find and look for the start of the Game Over routine. You're looking for JP, JR and RET instructions. The address after these should be the start of the routine. If you don't find one go back even further. When you know the start of the routine look for that address in the same way as you looked for the address of the message. Write down every address it occurs at. Now check the byte before the occurence – you are looking for JP (perhaps with a Z,NZ,C,NC after it) or a CALL (again with the same letters after it, perhaps). For each one you find, go back about ten bytes and have a look. Somewhere you should find a LD A, (address). The address will be the lives store, and you can search for infinite lives in exactly the same way as you did by going forwards.

Not Working At All

This is the ultimate cheat – hacking without hacking. You will need a Multiface with Genie or something similar, and a game which allows you to press the button while you are actually dying – perhaps when the screen flashes or a bleep bleeps. This is the first step – press the button *as* you die. Timing is critical. If you are too fast or slow you will not find out what you need to. When you break into the game look at the address of SP – one of the Z80 registers (a bit like Basic variables). Examine the address and write down the value there and for the next, say, ten bytes. Check the contents of the address given by the first two bytes at SP. For instance, if they are A3 B5 then disassemble B5A3. Look for the start of the routine, and backtrack from it as described above.

EXAMPLE – WORKING BACKWARDS
A Nightmare On Robinson Street
(*YS* Smash Tape 27, Issue 50)

The message is GAME OVER, so search for 47 41 4D 45 20 4F 56. This occurs at DF8D. Now look for 8D DF. Nothing useful appears, but when you search for 8C DF there's a LD DE at DE53. Go back about ten bytes and the start of the routine should be DE4B. Now look for 4B DE – there is a JP Z at C3B5. Go back about ten bytes and you will see LD A, (D310) so you know that D310 is the lives store. You can now look for infinite lives as described above.

EXAMPLE – NOT WORKING AT ALL
Moley Christmas
(*YS* Smash Tape 4, Issue 25)

When you lose all your energy the energy icon flashes for about a second. Press the button while it is flashing. Your values may be slightly different from mine, but when I did it the value of SP was 5DF8. At this address were the following values – F1 A2 9A 1D 49 92. Disassemble A2F1, you will see...

```
POP BC
DJNZ A2D8
RET
```

Because of the RET we know we're towards the end of the routine, so go back a bit, say to A2D0. Here we see...

```
RET
LD IY, 5C3A
```

So I know where the start of the routine is – A2D1. The RET is the end of the previous routine. Now search for D1 A2. There is only one, at 9247. Go back from here, say to 9230...

```
SET 2,(HL)
LD A, (HL)
RET
LD (95E2), SP
CALL 9EA0
LD IX, 8125
LD A, (810D)
OR A
JP P, 925B
CALL A2D1 etc.
```

The address it checks before it ends up at the flashing energy bar routine is 810D, so this will be the energy store. Search for 0D 81. There are four, at 8543, 855F, 876E and 9240.

```
8542:
LD HL, 810D
DEC (HL)
RET M
JP 876D
```

POKE the DEC (HL) with 0 (at 8545).

```
855E:
LD (810D), A
```

There are no DECs here, so you can ignore it.

```
876E:
LD A, (810D)
AND F0
ADD A, A
LD L, A
LD H, 0
ADD HL, HL etc.
```

There are no DECs here either. Hence, for infinite energy simply POKE 8545, 0.

Right, got that? I hope so! Over the next couple of months I'll be dealing with loading systems, kicking off first with headerless loaders, easy turboloaders, decryption and the Firebird Bleepload. What's more, I'll even show you how I went about writing the MultiPOKE. Phoo-wee. And remember, if you've got any specific problems you can always write to me, Jon North, at How 2 Hack, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. Cheers now!

FAX BOX

Before you get anywhere you'll need a basic working grasp of Speccy machine code (there are books on the subject, though you might find them quite tricky to get hold of), a disassembler program and perhaps a multiface (for multiface hacks). Check out the small ads at the back of the mag for details, but the following two addresses should be especially useful.

Romantic Robot
(Multifaces, Genie etc)
54 Deanscroft Avenue, London NW9 8EN
Tel 071 200 8870

Hisoft
(Devpac disassemblers etc)
The Old School, Greenfield, Bedfordshire
MK45 5DE
Tel 0525 718181

HARDWARE

RAGE HARD!

It's been a good year and a half since we last took a peek into the wonderful world of Micronet, and it's come an awful long way since then. MATT BIELBY tries to get his mind around it all.

Mmm. Micronet – it's a funny old thing. It's not hardware and it's not software. It's an 'online service' (whatever that is). It's one of those things you can explain and explain until you're blue in the face – people still won't really understand it until they get the chance to see the system up and running for themselves. (I know I didn't.) Still, let's give it the old *YS* once-over, shall we?

Micronet – what is it exactly?
Well, it's a special service run by British Telecom on their Prestel network (which rather begs the question "What's Prestel?"). Well okay, Prestel is an 'Online Videotex Service', which basically means that it connects your computer to a much larger mainframe through the phone lines, so your Speccy (or whatever) becomes a terminal of this other 'host' computer. You now get to use the big computer like a massive electronic library, and through it you can access all sorts of information that wouldn't normally be available to you.

What sort of info?
Well, I've got a directory to Prestel here, and there are thousands of pages on hundreds of different subjects you can call up – there are separate pieces on most popular makes of car, for instance, as well as well-known countries and towns. There are regularly updated news and sports services too, along with up-to-date weather and traffic reports, arts reviews and all sorts. I never knew there was so much in it! There's even a section all about asbestos! (Not that you're all that likely to want to read it.)

But isn't that just the same as Ceefax and Oracle?
Well, yes and no. If you're thinking it sounds a lot like the Teletext services you might already have on your TV you'd be right – up to a point. Information is presented in a very similar way, but Prestel is far more flexible and allows you to do lots of things your TV could never manage. It's faster for a start (you don't have to flick through every page under the sun to get to the one you want, like you do with Teletext) and features all sorts of additional services like shopping and banking by computer, financial news and live football reports updated as they happen (and unavailable on your TV). The big difference though is that it's interactive – you don't just watch passively, but get a chance to respond and join in.

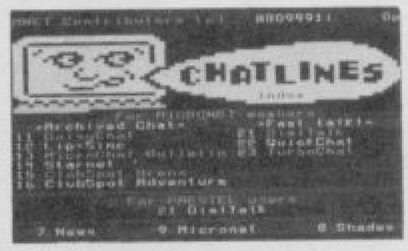
That's enough about Prestel. What's Micronet?
Micronet is a special section of Prestel put aside for computer users. You access it with your computer, a modem (a piece of hardware that plugs into the back of your computer and allows it to talk to other computers down a phone line) and some communications software – and then the world's your oyster, basically.

Alright, so I've plugged in my modem, paid up my Micronet subscription, dialled the local phone number and typed in my password. What happens next?

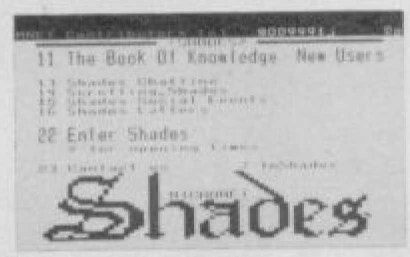
Whatever you want. The first thing you see is the Micronet contents page (now redesigned to be clearer and more interesting), allowing you to go just about anywhere in the 'host' computer at Micronet. For instance, you've got a daily updated computer news service which you can read, almost like those in a paper magazine. Then there are the individual 'magazines' for each popular make of home computer which are updated regularly, including (of course) one for the Spectrum. This isn't much like the mag you're reading at the moment – there are no piccies for instance – but it has the advantage that you can communicate with the 'editor' and other readers far more easily. Type in your response, send it by electronic 'posting' to the relevant box number and you'll see it appear (with a reply) as part of the magazine within a day or so (and often a lot quicker than that!). Each electronic 'magazine' has a journalist editing and updating it on a full-time basis from a computer terminal at home somewhere, so it's quite a professional service, and nothing takes very long to see print.

As well as the official magazines (like the Spectrum Micromag we've just been talking about) there are the Special Interest Groups publications, run by individual Micronet users as a hobby in their spare time. *Spectacular* is the Spectrum one, but there are lots of others as well.

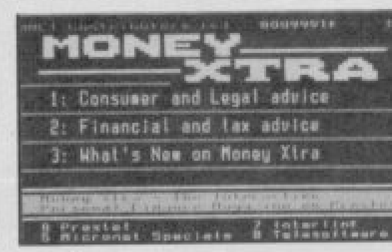












A selection of what Micronet has to offer. Left to right, top to bottom – Micro Magazines (one for each home computer), Chatlines, **Trash** *and* **Shades** *(two of a handful of Micronet games), the weather (!) and Money Xtra, the interactive personal finance and consumer magazine.*

I've heard you can get free games off Micronet. How?
Yes, it's true – Micronet provided oodles of free programs for all makes of computer which you can download directly from the mainframe into your Speccy at home (and then save to tape for future use if you want). Of course, the idea that you'll get all this free software is one of the most appealing things about the whole business, and the folks at Micronet freely admit it's one of the main reasons many people join in the first place. But (but! BUT!) they insist it isn't the reason they stay on! It's not that the programs aren't any good – for instance, CodeMasters have a deal whereby some of their games get into 'The Net', as does good old *YS* which provides the *Program Pitstop* listings to Micronet users – it's just that there's lots of other stuff about Micronet that's even more appealing! (The software is mainly Public Domain stuff though, so don't expect to be able to download the likes of *Rainbow Islands* for free or anything.)

But I can get information from 'real' magazines and I can buy my own software. What's so unique about Micronet?
Why, the interactive aspect, of course! Micronet allows you to talk to other computer users – oodles of them (especially from around 6.30 in the evening onwards, when most of them come 'on line'). In some aspects it's almost like one of those chatlines where you can make new friends down the phone, only it's cheaper, you get people much more likely to be a bit interesting, and you don't get cut off when you try to swop addresses! Since you can't see or hear them (obviously) and have no idea who they really are (unless they tell you), it can become a very strange, abstract sort of communication – almost like there are loads of little people living inside your computer! Spooky!

If you want a more private conversation you can go into little 'rooms' within Dialtalk (which is what Micronet calls its conferencing system) to talk with a smaller group of people about any particular topic you like. You can keep these rooms open (so anyone can come and join in) or close them to keep everyone else out – it's up to you. You can even let someone come into your room but have them on 'mute' so they can't actually say anything if you're feeling particularly mean – or they're particularly annoying! Times for this sort of thing can be arranged via the electronic noticeboard, as can any other news you wish to spread about a bit. For instance, if you decide to set up your own specialist magazine you can do so on the Gallery facility (self-publishing within Micronet), then let everybody know through the noticeboard. Some specialised mags are about very involved computer stuff, but there are trivial things too – soap opera updates, anyone?

What about the big multiuser games on Micronet?
These are incredible things – giant multiuser adventure games almost like the world's biggest FRP extravaganza, but much more convenient (because you can turn it on or off at will!). *Shades* was the first biggie and it's still going strong – a *Lord Of The Rings* style fantasy adventure where your job is to find your way about and collect treasure. Great fun. And it's recently been joined by *Trash*, along similar lines but with a *Hitchikers Guide To The Galaxy* style science fiction theme. It really is like entering another world. As you go off on your quest you keep coming across other people doing exactly the same thing – they might help you or hinder you, and you'll never know if 'Megrim the Dwarf', say, is really a 13-year-old boy from Aberdeen, a 50-year-old accountant from Scunthorpe or your own next-door neighbour. It might even be someone famous – you just never know!

There's the more strategy-based *Starnet* game too (a giant PBM strategy game with each player taking the role of a starship captain on a mission to overthrow the emperor and rule the universe), the gambling game *Casino* (featuring electronic Blackjack, Roulette and so on) and the quiz-based *Games City* (the only one that actually offers real prizes). Hurrah!

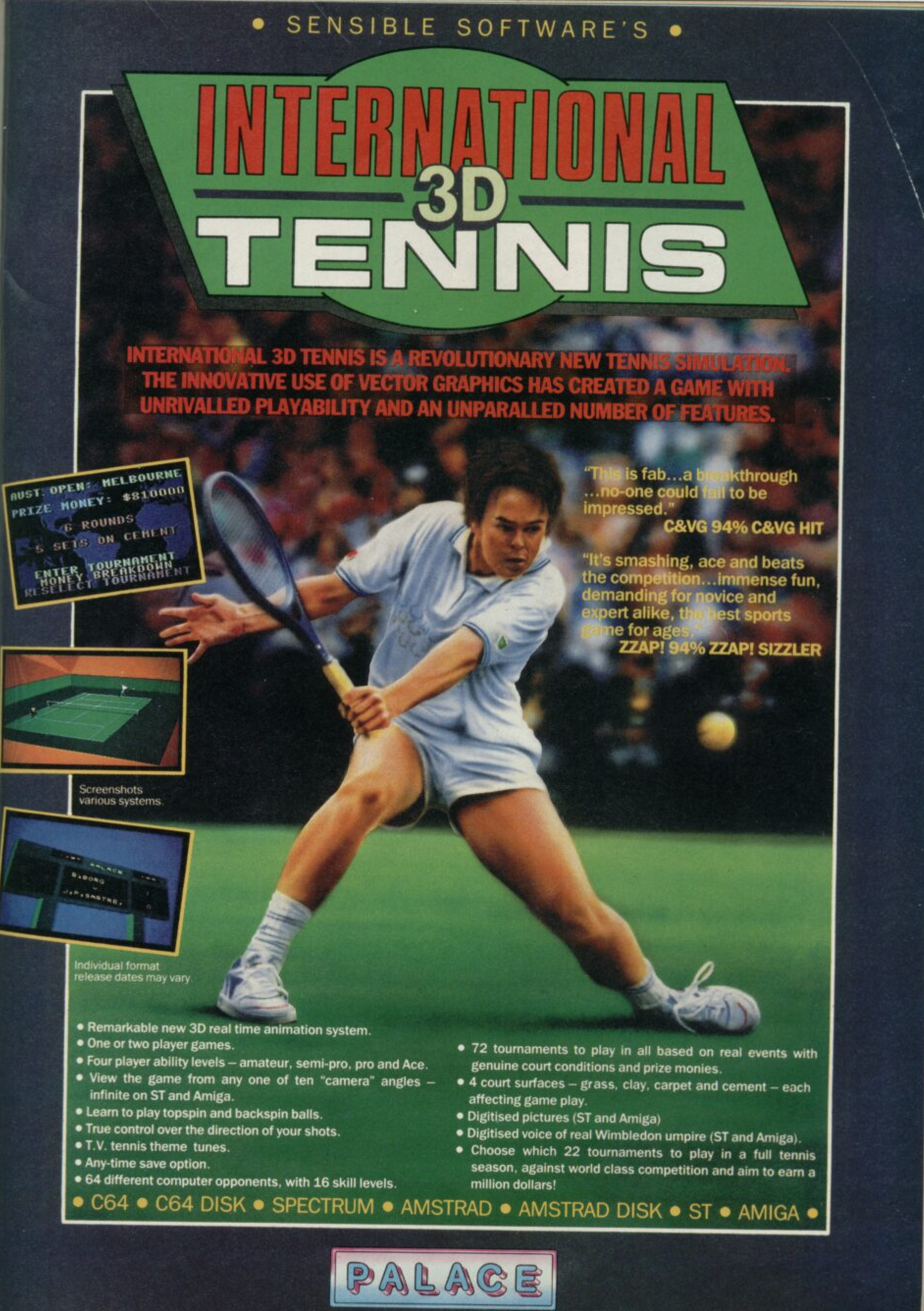
That's all very well, but all this was going on when Snouty first wrote about Micronet a year and a half ago. What are these recent developments you were going on about?
Well, some of it, like *Trash*, *Casino*, the new contents page and so on I've already mentioned, but behind the scenes things have been changing too. For a start, Micronet has been bought by British Telecom (it used to be a private concern, though BT has had an interest in it for some time) and 1989 saw it move to new offices and conduct lots of market research – finding out what people liked about the service, what they disliked and what was missing. (Things like the design of the pages and making it easier to find your way around have been changed as a direct result of this.)

The mailbox system (where people can leave messages for you and vice versa) has been improved too – no longer do you have to delete the last message before a new one can come in. Basically, it's become more user-friendly. It's become a lot more popular too – when it first started the users were mainly Spectrum and BBC owners, now it's just about everybody. People access the system with PCs, STs, Amigas, anything really. (Even a few SAM Coupés!)

How much does it all cost?
It's not actually that much. A subscription to Micronet is £20 a quarter, with connection charges free from midnight to 8am (if you don't believe in going to bed), off-peak (6pm from midnight Monday to Saturday and all day Sunday – when most people use it) at 1p a minute, and at peak hours (during the daytime) 7p a minute. Once you're connected, use of electronic mail, *Trash*, *Shades* and most of the other services (though not all – Prestel's news service costs a penny a page) is free too.

Free modems!
Yes, it's true! Flick over to page 69 and you'll see one extremely wazzy little compo whereby you can win a free (one more time – FREE!) modem! And so can 299 other lucky Spec-chums! It's amazing!

FAX BOX
For more information on Micronet and its prices phone Freephone 0800 200 700.



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• 4 court surfaces – grass, clay, carpet and cement – each affecting game play.
• Digitised pictures (ST and Amiga)
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And now for something completely different. It's...

MONTY PYTHON'S FLYING CIRCUS



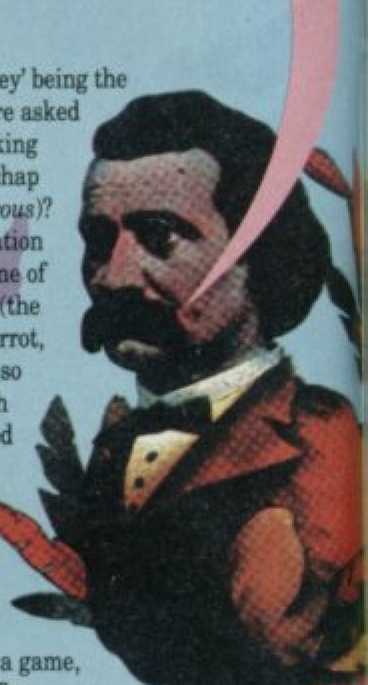
YS MEGAPREVIEW

Virgin aren't making it easy for themselves, are they? What with this and the surely-too-rude *Viz* they've got at least a couple of contenders for the 'most obviously unconvertible licence ever' award! Still, despite all difficulties, the circus is coming to town, and MATT BIELBY's got tickets (plus a few buns for the elephants).

Film and TV licences, eh? They can be quite a problem, can't they? Or at least they can be if you're the little chappie who has to sit down and try to figure out a neat way to take all the famous and/or exciting bits from whatever it is you're trying to convert, make them look like what they're meant to look like, and then mix them all up in some sort of convincing way to create a workable and playable game. It just doesn't bear thinking about, does it?

Just ask the guys down at Virgin/Mastertronic. They had this spiffing and generally very-well-known TV cult comedy licence hanging around, but hadn't a clue what to do with it. It didn't lend itself to a straight shoot-'em-up (à la *Robocop*) or to a multiload, multi-level extravaganza (like *Batman* or *Ghostbusters*). In fact, it didn't lend itself to anything at all really – there was just too much to it. Too many characters, too many settings, too many comedy sketches, too much of everything really – it was difficult to see how it could all be made to hang together as a cohesive whole.

So what did they do ('they' being the Core Design team who were asked to program the thing, working under Simon Philips, the chap who designed *Rick Dangerous*)? Well, after a bit of deliberation they settled on picking some of the most famous sketches (the Cheese Shop, the Dead Parrot, the Lumberjack Song and so on) and treating them each as separate levels. Sounded good – until they got about half way through programming it and someone pointed out that it might all be very clever but it didn't exactly add up to much of a game, did it?! And guess what? They were right! Ho hum, back to the drawing board.



Level One
The Gumby-As-A-Fish Level

Although Gumby's head is attached to the body of a rather fat and ugly halibut (or something) for most of this level, we actually start out as the fully-functioning, walking idiot. Off he goes over a surreal, Monty Python-ish landscape, full of twisting pipes, giant disembodied hands and other Python motifs, but – oh no! What's that? There's a sort of squishy little thing on legs following him! Have the programmers cocked it all up already and made the first piece of the brain too easy to find (even for someone as useless as Gumby)? Well, thankfully no. This is in fact a bush, has nothing to do with the game at all, and merely acts as a further surreal touch. As Gumby walks it follows, when he stops it stops, so it's always a few feet behind him. Very strange.

Wander across three or four screens, avoiding 16-ton weights, leaping platforms and so on, and it's into the main aquatic bit, one of those horizontal scrollers where the next screen only scrolls on when you've reached the end of the first one. Here you find yourself swimming through a horizontally-scrolling, vertically-flipping (if you see what I mean) network of pipes and tunnels, facing all sorts of weird stuff. There are flying formations of feet and hamsters (both with little helicopter rotor blades holding them up), falling weights and dead parrots, Eric the half-a-bees, Keep Left signs (I can't remember these from the TV show, but there you go) and various other bits of vicious Pythonry. There's even a guest appearance by the Spanish Inquisistion! (Yikes!)

Puzzles crop up all the time too, like how to get the trapped spam (it's basically a case of shooting out the blocks of cheese in the right order so the spam escapes but the remaining cheese stops it falling off the bottom of the screen).

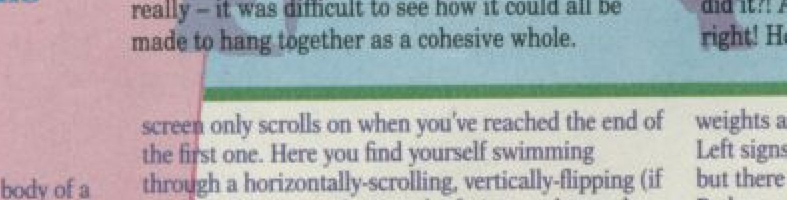
It's all very neat and slightly weird – there are even sub-games, like the single screen thingie where Gumby gets transformed into a tiny head attached to the top of a Wellington boot and has to bounce around collecting cheese. Sadly a lot of the neat introductory stuff you get in the 16-bit versions has had to be cut out – these are just little jokes, tiny bits of sketches and so on, which make no difference to the gameplay but add to the Python feel a great deal. It's a great pity they're all missing, but there you go – the bits showing giant hands transforming Gumby from man to fish to boot and so on will be especially missed.

All the levels feature trillions of Pythonesque pipes squiggling about all over the place (as seen on TV).

Cheese – and lots of it! Some blocks are in fact hidden bonus points, while others are just... cheese.

Here's a tin of spam - keep an eye peeled for them!

Watch out! It's the deadly keep left signs!



Hurrah! It's our hero Gumby, the world's ugliest (and stupidest) fish!

Eek! What's this nosing its way on-screen? (Whatever it is, it's up to no good, I'll be bound!)

Level One - packed with all sorts of Monty Pythonesque jiggery-pokery!

That's silly!

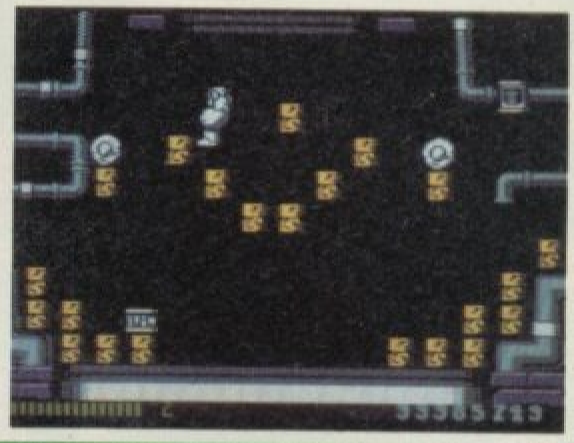
So what did they come up with the second (and final) time round? Well, you can see it here – a four-level arcade adventure almost along the lines of something like *Super Mario Brothers*. The idea was to come up with something that worked well as a game, then drop in all the Monty Python graphics to make it fit the licence. The result? An almost cutsie and rather successful-looking cross between a platform-and-ladders game and a shoot-'em-up – 'almost' cutsie because the look of the sprites (based in the main on Terry Gilliam's cartoons that peppered the TV show, rather than the live action sketches) are just too manic and spooky-weird to ever really count as 'cute'!

The whole caboodle is quite colourful too, especially in the backgrounds (not as good as *Dan Dare III* perhaps, but then what is?). All in all, it's no mean achievement, and (most importantly) has a suitably Monty Python-ish feel to it too. Hurrah!

Level Four – The Conveyor Belt Level

Harder looking than the first *Mario*-esque level, this bit has a very mechanical feel to it – lots of moving pistons and conveyor belts all over the place, making walking very difficult (often Gumby will have to turn his back and walk away from a baddy along a belt to keep himself from being dragged off the edge, every so often spinning round to take a quick shot at it). Reach the end of this level and you should've got enough spam to collect the last missing bit of brain. (Hurrah!) Not that having the complete thing seems to make the slightest bit of difference to him though. He's still totally useless!

Oh no. They haven't finished Level Four either! So instead, let's present to you one of the sub-games – Gumby-as-a-boot bouncing around trying to collect cheese, spam, fried eggs etc. (How very silly!)



So how does it all work then?

Well, you play Gumby, a regular Monty Python character who appeared in a number of the original TV sketches. He's a sort of Northern-working-man-on-holiday-type character, dressed up to the nines in wellies, rolled-up trousers, braces (I think) and a knotted hanky on his balding head. He speaks in a sort of totally unintelligible grunt (thankfully outside of the capabilities of the Speccy) which is quite possibly because he's 'misplaced' his brain, and just as possibly because that's how the Monty Python team think people in the north of England speak. Anyway, he's our hero, or at least it's his head that's our hero 'cos half the game his normal body doesn't appear and his disembodied bonce gets stuck onto the necks of various other creatures. His mission throughout the levels is to collect cans of spam (famous from the 'hilarious' Spam sketch) which are often hidden, *Mario*-like, inside blocks of cheese (which, of course, originally starred in the 'side-splitting' Cheese Shop sketch). There's cheese all over the shop basically (ho ho), and you've often got to shoot it out of the way before you can proceed.

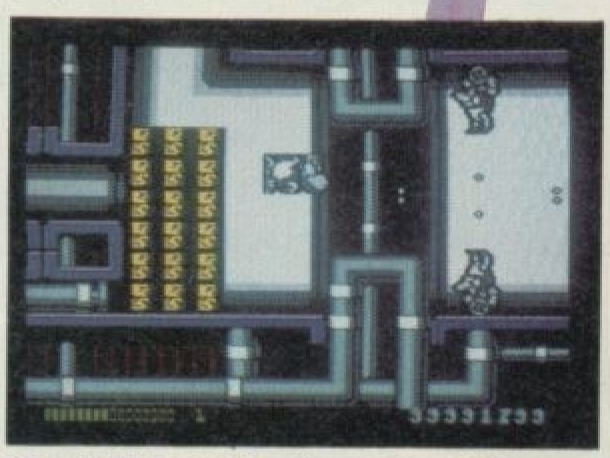
Collect enough spam and you then get to recover one of the four missing pieces of Gumby's brain (one a level, in a special shop sequence where you have to spew out everything you've picked up in that bit to see if you've got enough to earn a piece of brain or not). Collect the whole brain and you finish the game. Bingo!

Phew! And there we have it! Not quite what we all expected perhaps (but then what did we all expect?) but it looks like they've made a pretty successful job of it all the same. Erm, what's there left to say but, um, 'well done'.

FAX BOX	
Game	Monty Python's Flying Circus
Publisher	Virgin
Programmers	Core
Price	£9.99 cass/£14.99 disk
Release date	September

Level Three
The Gumby-As-A-Bird Level

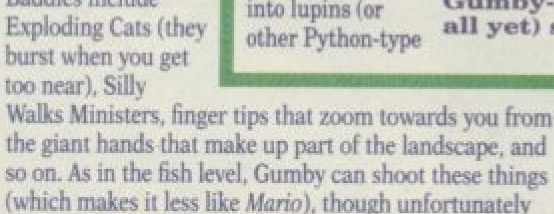
In this one Gumby's head is stuck onto the body of a rather podgy and stupid-looking bird (like a big turkey or something). He's flapping around up amongst the clouds somewhere, with all sorts of other flying doofers out to get him, like little angels equipped with bazookas. Yikes! As with the other levels, when some of the baddies are killed they turn into lupins (or other Python-type things) instead of just flicking off the screen. Fly or walk over them and they act as a smart bomb killing off everything else in sight (but only on that screen).



Oh no! We haven't got any pics of the Gumby-as-a-bird bit (they haven't done it all yet) so here's a, erm, fish instead.

Level Two
The Parts-Of-The-Body Level

This is more like traditional *Mario Brothers* – a walking-around-a-bit platform thingie. Baddies include Exploding Cats (they burst when you get too near), Silly Walks Ministers, finger tips that zoom towards you from the giant hands that make up part of the landscape, and so on. As in the fish level, Gumby can shoot these things (which makes it less like *Mario*), though unfortunately the mini-fish-shaped bullets originally intended proved too difficult to reproduce in Speccyvision. Instead we're reduced to boring bullet shaped ones. (Boo.)



Here's Gumby in his 'walking-about-a-bit' mode – notice lead weights, giant feet and other spooky stuff.



MONTY PYTHON – WHAT ON EARTH IS IT ALL ABOUT ANYWAY?

What d'you mean you've never heard of Monty Python? They're a national institution! Basically about 20 years ago a bunch of posh but quite naughty and rebellious blokies who'd all met at Cambridge (snoot university) got their own 'anarchic' TV show,* Monty Python's Flying Circus, *on the then-pretty-stuffy BBC. The show's name was typical of its nonsensical humour – there was no 'Monty Python', no circuses and hardly any actual flying whatsoever! It was all a bit controversial and caused a sensation (that rocked the nation), with various people complaining that it was too rude, too scandalous and basically too damn silly. (Watching it today a lot of it seems a bit outdated and crap really, though most of the more famous bits still work very well.)

Later on members of the team (including John Cleese, Michael Palin and Eric Idle) went on to make successful individual projects (films like* A Fish Called Wanda *and the recently-released* Nuns On The Run, *TV shows like* Ripping Yarns *and* Fawlty Towers*), as well getting back together every so often for a series of successful Monty Python films. This game, however, is specifically based on the original TV series (presumably the rights to the various films would have to be bought separately) and in fact seems closer in look to the bizarre cartoon work of the only American Python, Terry Gilliam (who used lots of cut-up photographs to bizarre and quite scarey effect) than to any of the famous live action sketches. Ho hum.



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Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2AP.
Star letter winners receive three games! All letters win a YS badge.

Er, I'd better warn you in advance that I may be a little bit 'tetchy' this month – I'm rather sunburnt you see – and, as a result, in a considerable amount of pain. Yaaaarrgghhh, I just accidentally scraped my back on a nail sticking out of the bit of the shed behind my desk. Arrgghh, aaarghhh, loads of skin has come off!! Aaaarggh! Right onto you lot! (Aaaargghh!)

UH-OH....

I am writing in response to the letter in the May issue from Mr Sam Jeffreys. I have not corresponded with a magazine before but I feel that Mr Jeffreys is correct and deserves support from all like-minded readers who, as you know, do have a choice. Like him, I must express my dismay at the journalistic direction you seem to be taking. Until I read his letter I thought I was the only one who.......!! *(The only one who what??? Ed)* Now Sam knows he is not alone, and perhaps others may write to you on this same subject. Please, please, give us readers what we want in future. MORE computing science articles. Less comic cuts. Some utility programs on a Cover Tape or 3.5" MGT disk. If you want to take early retirement we will be sorry to see you go, our loss would be Canada's gain. The Spectrum has many colours, or differing shades, that make the whole, so a magazine editor must reflect all good values more in keeping with those high traditions of journalism.

Now that I've had my say,
Things will get better I pray,
For things can't get worse,
Or other readers too may curse,
Just for Sam and I,
Put on your thinking cap,
Cut out the trivia right now
Thanks a lot, old chap!

They say if you can't stand the heat stay out of the kitchen. Is that why the cold climate in Canada appeals to you, I wonder?

Mr PJ Breslin
Plymouth, Devon

Look, do you want a fist fight or something? And no, it's not the cold climate that appeals to me – like I said, I just want to go somewhere where there are raccoons and friendly grizzly bears. Anyway, just to be democratic, I'll put something to the vote – in a couple of months I'm thinking of doing a totally serious 45 page feature on the Spectrum 128K sound chip (with a further four pages of complicated graphs thrown in for good measure). Write either "Yes please" or "No, don't do it!" on the back of a post card and send it in. We'll sort this out once and for all. **Ed.**

WEIRD

Hello! I'm a French *YS* fan, and I have to protest! You are always say that French are weird! Yes, you say that French are WEIRD! And I prove that...

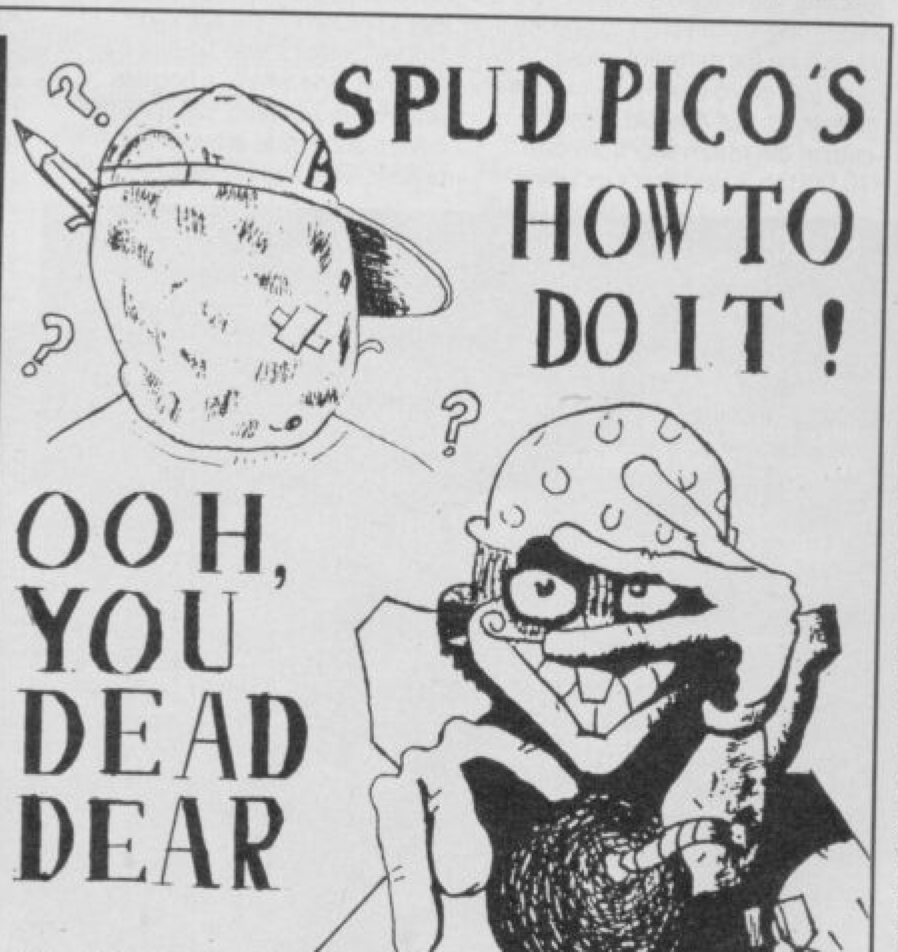
Now, the way I see it is that there are two different types of people — 'normal people' and 'really, really, really WEIRD people'. Due to some quirk in plate tectonics, over the last few hundred million years (during the shifting of the continents), there is a certain country which has ended up with more than its fair share of the latter category (the 'really, really, really WEIRD people'). Do you want to know which country I'm talking about? No? Oh well, I'll just give you a clue then — it's FRANCE. (*That wasn't much of a clue. Ed*)

I prefer not to mention the name of the author of that. *(It was Dunc actually. Ed)* Okay, if you speak of Vanessa Paradis, you're right. But except that, I don't know why French are weird. Oh, I suppose it's because we are eating frogs and snails! But it's very good. (If you want, I invite all the team of *YS* into France and I cook you some snails and some frogs with butter and parsley.) *(Er, no thanks. Ed)* Well, I hope you stop to say French are weird and now you will say that French are fantastic. *YS*, stay the best for me, and you will become the best of the best if you put a football game soon in a Smash Tape – or if we have a graphic adventure in French.

Kevin Berthier
St Consorce, France

Well, what with 1992 and the Channel Tunnel and all that, I suppose I really ought to bite my lip hard and say that, yes, the French are fab. But I'm not going to. Especially as when I was on holiday recently a rather scary wrinkled woman accosted me in Champéry and told me she could see into the future and that the car I was driving was going to explode and burn me to death. Was it a joke? Or are the French weird? Maybe a bit of both. Oh, all right then, the French are weird in a fantastic sort of a way. Happy now? **Ed.**

DOODLEBUGS



Yikes! We all know Bud's a bit of a potato head but what's up with his grandmum? We expected her to be pretty shaken up after her recent kidnapping ordeal but this is ridiculous!

Anyway, congratulations to **David Morgan** for this month's piccies. Of course, if you'd also like to be the proud possessor of three yummy games then get that quill dancing across your sketch pad and send your work of (black ink) art to Doodlebugs, *YS*, 30 Monmouth Street, Bath BA1 2AP.

IGNORED CHICKS

How do you win the way to the hearts of computer-mad boys who take no notice of anything else? We are sick and tired of being ignored. We even sit down with our skirts half-way up our thighs and still they stare at the screen. *(Blimey. Ed)* So how do you get through to a human being who talks computer jargon all the time? Please help.

Meryl Streep and Meg Ryan
Starbridge, West Midlands

PS Thanks to CJ of Australia for the info on what's going to happen in *Neighbours*, but we can't stand the program, so can he tell us anything about *Home And Away* instead?
PPS And we'd like two badges, because the boys might take some notice then.

Maybe you're not being obvious enough. Give the lads a smacker on the lips (a kiss that is, not a clenched fist). A snog-up isn't the sort of message that can be ignored – their computers will be immediately turned off, I virtually guarantee it. Oh, and regarding Home And Away *– Alex Papps gets killed in a forest fire and widowed Nicolle Dixon ends up marrying Peter Vroom (ie Lance).* **Ed.**

GASSED

This letter contained an unknown poisonous gas. You now have only 27 days to live. However, if you print this letter I will send you the antidote.

Tristan Moss
Cirencester, Glos

PS Love the mag, by the way.

I couldn't care less about the gas – Andy opened the mail this month, you see. Mind you, I'd be obliged if you could send the antidote anyway – after all, it costs a bomb advertising for new staff members these days. **Ed.**

COUPÉ CONNECTION

Recently you will have received a letter telling you of a User Group called the Coupé Connection. We have recently heard from MGT that Coupé is a trademark of theirs and so we are taking legal advice on the subject. We therefore wish that you do not call us the Coupé Connection until you hear from us further. However, we would still appreciate you mentioning the PD library if you would, but please do not call us the Coupé Connection.

JP Hemmings
Old Windsor, Berks.

You old Coupé Connection, you! **Ed.**

TO THE DEFENCE

Who is this Sam Jeffreys person? He says that computing is an art and a science, and he is right – but what other Sinclair mag contains regulars like *Rage Hard* and *Program Pitstop*? I mean, he says that you have dirty articles and that you feature "evil" games. Aaargh!! All right, so the only review I could find in issue 53 which was not involved with injuring or killing things was *Klax*, and *YS* would not be very exciting with only one review in it. If he's going to complain to anyone it should be the software houses. I'm sure you could modify *YS* to Sam's standards, but it would mean cutting the readership from over 70,000 to 3 (and that's including Matt's mum and a spare copy for back issues). He thinks you shouldn't be at the number one slot – so who should? A gutter fanzine run by a rabid teddy bear? Or an advertising leaflet with a tape of very old games on the front? Answer that, Sam. The only thing that's blackened the name of Sinclair is that it was bought by Amstrad. And what's a horrible picture, for heaven's sake? All the covers and inside artwork are brilliant, with a great picture rounding up a game featured inside, or a humorous cartoon to liven the pages up a bit. What do you want, Sam? Circuit diagrams? Or maybe illustrations from the original Noddy books? Listen, Sam, you blacken the name of the Coupé!

Matthew Zavian Holland
Aylesbury, Bucks

Circuit diagrams! Brilliant, I hadn't thought of that. You know I was going on about the issue with 45 pages dedicated to the sound chip and four pages of graphs? Well, how about 30 circuit diagrams in black and white as well? As I said, on a post card please. **Ed.**

STAR LETTER

Hello. I have a question. Why do English cartoonists (ie in your mag) always draw underpants like this...



BORING

Nobody wears that kind of underpants down here! The modern Dutch pair of underpants nowadays looks like this...



It must be because the cultural development in England is 100 years behind ours (eg acid on French fries).

Oh, now I understand why you dribbling on with that pathetic 'Holland, land of the clog' joke – you must think the Dutch culture is stuck in the Middle Ages, like yours!

Martin Van Spanje
Heemstede
Holland

PS If you mention the words 'clog', 'tulip', '(wind)mill', '(Edam) cheese', 'chocolate' or 'dyke' in your answer I'll send my mother round to bash you up.

Um, obviously the word 'sexy' has rather a different meaning in the Land of the Clog/Tulip/Windmill/Edam Cheese/Chocolate/Dyke/Underpants from what it does over here. (By the way, what's chocolate got to do with Holland? That's Belgium, isn't it?) Still, you can have the Star Letter, but only if you promise to send us a sample pair of the remarkable 'modern Dutch pair of underpants' (new, of course) so we can see what they're all about for ourselves. **Ed.**

CRAP DOG

I was sorting out my cupboard searching for my old copies of YS when I found *The Hunt For Red October*. I loaded the game up and was instantly shot in the backside by torpedos – I think I need a POKE or a solution. Anyway, I think your mag is great. Oh, and if you don't publish this letter you may have to run rather fast as I will be setting my alsation onto you.

Jim Clark
Addlestone
Weybridge

You don't honestly think anybody is scared of alsations anymore do you? They're right down at the bottom of the 'terrifying canine creature league' in about 23rd place – along with golden retrievers and things. Bull mastiffs and rotweillers are the real business nowadays (although you can still sort them out if you've got a big enough iron bar. With a spike on the end). **Ed.**

WONDERFUL WORLD OF SPECCY

More letters from around the globe...

TWO COMPLAINTS

I allow two complaints – in my YS 52 there isn't the Smash Tape. And in the mag there is only one staple! I'm sure it's a stupid incident.
Friendly bye,

Firnery Eric
Konacker, France

I'm afraid the staple bit isn't a mistake. In future all copies of YS mailed out to France will have one of the staples removed. This reduces the weight, you see, and saves us a considerable amount of money when shifting copies in bulk. **Ed.**

HELLO!

Hello! I've heard you produce computer magazine called Your 64. It would be very mice if you could send me free sample copy of your good magazine.

Inigo Rütten
Wegberg, West Germany

Your ears must have been playing you up, I'm afraid. You can have a free badge though. **Ed.**

SQUEEZY

My hobby is molesting of your firm. Please send me some labels and prospect. Thank you very moch.

Padlo Marek
Tarnow, Poland

Molesting of my firm what? (You perv.) Sorry, no go with the labels – erm – and not much joy on the prospect front either, I'm afraid. Still, the badge is nice. **Ed.**

REQUEST .

Please send me free copy magazine *Your Sinclair*. Thunk.

Romeo Nichifor
Bucuresti, Romania

Well you got the name of the mag right, so well done. In fact it deserves two badges. And seeing as you're from Romania and my sunburn has all of a sudden got a little less painful I might even mail you a copy of YS as well. Aren't I nice? **Ed.**

PRENUMERATING

I want to prenumerate *Your 64*. I live in Poland and I haven't many informations about my C128. Can you write to me how many pounds *Your 64* costs and how I can paid for the prenumerate. Please send me an old one *Your 64*. I want to look at it and will be wondering is the *Your 64* worth the price.

Rafat Meisner
Olimpijska
Poland

Not another Polish Your 64 *query (good Lord, we seem to get more of these than Chris Tarrant gets voice-over jobs for TV ads). Look, you can't pay for the 'prenumerate', and I can't send you an 'old one* Your 64'. *But yes, you can have a badge.* **Ed.**

Trainspotter Award



VOMIT

I claim a Trainspotter for noticing a mistake in the May ish. In the last column of the *YS*/Incentive/ Domark Compo it says "Bung your name and address on the coupon, chop it out and sick it on the back of a postcard". I think you meant "stick". I mean, you don't really expect us to spew up or something do you?
Ben Fryer
St Helens
Merseyside

Um, that was the general idea actually, yes. We were trying to save you wasting loads of money on expensive bonding agents (everyone knows how firm congealed vomit gets). Still, you probably won't believe me, so you can have a Trainspotter. **Ed.**

E=MC2

I hereby claim a Trainspotter award for your condition of erring in judgement concerning your preview of *E-Motion* in the April issue in which you stated that Einstein's equivalence of the mass and energy equation, E=MC2, was formulated by him in the 1950s. The equation appeared in his special theory of relativity published in 1905. This theory explained the Michelson/Morley experiment of 1887 in which the speed of light is always 299,792,458 m/s-1 irrespective of the measuring body's motion. It also shows that there is no absolute standard of time and that nothing can travel faster than light because from the equation it would take an infinitely massive body an infinite amount of energy (since matter is stored energy) to reach the speed of light. This theory, however, was inconsistent with Newtonian gravity which assumes that gravitational effects travel at an infinite speed, ie the effect of an alteration in the gravitational field of one body would be instantaneously recognised by everything else. In 1915 Einstein published his infamous general theory of relativity which suggested that gravity is not a force in its assumed understanding, but simply a consequence of four dimensional space-time being curved. A practical example of this is the orbit of the Earth around the Sun. The Earth does not follow a curved orbit, it travels in a straight path through four dimensions. Since space-time is curved, in three dimensional space (as we see the universe) the orbit of the Earth and other planetary bodies appears curved. Also this curvature is affected by the mass and energy contained in the universe. Because of this a distant star appears to move around considerably when it's in the line of sight of a closer massive body. The increase in space-time curvature near this body appears to bend the beam of light from the star in three dimensions. In actual fact the light beam doesn't bend at all, it just appears to because of this increase in the curvature of four dimensions near this body.
Referring back to my original point though, you may possibly be confused with Einstein's death in 1955.
Professor 'Joplin The Strippit Operator' PhD
Eastleigh, Hants

Sorry, I wasn't really listening. Can you say all that again? Actually I drifted off around the second paragraph – and I think you were saying something about how nothing can go faster than the speed of light. Ha! Shows how much you know! They do in Star Trek, Buck Rogers In The 25th Century and hundreds of other 'science documentaries'. No Trainspotter. **Ed.**

HE'S RAPPING

Viva *YS*! Here's a rap for you (and remember to make lots of stupid farty noises when reading it out loud).
Hello Mr Editor, my name is Chris,
Here is my rap and it goes like this.
I started buying *YS* about a squillion years ago,
I even had the ish which reviewed *Jet Set Willy* you know.
Over the years I have stood by *YS*,
I still think it's the best mag which has ever gone to press.
Not bad, eh?
Chris Summers
Malten
North Yorks

I set my drum machine to every single time signature known to human kind, but was still unable to rap the line which goes "I even had the ish which reviewed Jet Set Willy you know". I phoned up the tall bloke out of De La Soul, and he couldn't do it either. Go and stand at the back of the rap class with the 'useless posse'. **Ed.**

SMALL PRINT

My sister thinks the covers are lurid and exploit men's secret desires.
Dominic Brookman
Kenilworth, Warwickshire
I'd take her up on lurid, but I think I'll let the second point go because my sunburn's giving me real jip again, and I can't be bothered. **Ed.**

Entschuldigung, mein Autobahn ist gelp.
Windy 'Le Dood' Miller
Basildon, Essex
Ja, sternt! (It's amazing how many foreign languages you can learn by watching telly adverts, isn't it, Spec-chums?) **Ed.**

I own an Amstrad, but Speccy mags are better than Amstrad ones.
Jonathan Wilson
Armagh, N Ireland
What's with the plural? You mean THE Speccy MAG! **Ed.**

The Lizard Of Oz will not take over Small Print. I will.
Crazy Robin
Stevenage, Herts
Let's see you try. **Ed.**

I used to live in Bath. Good, innit?
Joe Dak
Macclesfield, Cheshire
No, it's crap. **Ed.**

Who buys Big Fun singles?
Leigh Loveday
No Fixed Abode
Ahem. Eeerr. (Face reddens.) Next please. **Ed.**

Roar!! I'm a hunky spider.
David Clark
Tonbridge
Kent
Sorry, I'm still embarrassed about the last one and can't think of a reply. **Ed.**

I would die if YS did not exist!
Simon Hill
Greenwich, London
Tell your grandparents to send me ten million quid – or I'll fold the magazine. **Ed.**

TEASER

Right, you lot, think you're pretty clever, don't you? Well, I've got one of those brain teasers to put you in your place – you have to guess what's going on.

A man walks into a bar and asks the barman for a drink of water. The barman reaches under the counter, grabs a shotgun and points it at the man. The man says "Thank you", smiles, and then happily walks out of the bar.

Go on, explain that.
Leon Wilson
Torpoint
Cornwall

Easy. They're both mad. **Ed.**

BUD PICO'S



HOW TO DO IT!

Gad! Bud's been having a bit of a rum old time of it lately, hasn't he? But, since Madame Pico is still recovering, he's agreed to help us out yet again. Tell us, Bud, just How *Do* You Do It!?

Dear Bud Pico
I would just like to say how grateful I am to you after the advice you offered me in issue 50. Following your suggestion of sprinkling Rice Krispies around all our doors and windows we attracted an extra house guest. It was an exceedingly rare Naked Mole Rat (Heterocephalus Glaber) which had been on loan to the local zoo but had escaped! My husband returned it and for our efforts we received a very generous reward. We now have a new burglar alarm and enough left over for a big meal at a local restaurant. Thanks, Bud, for telling us How To Do It!
G Pomfrey (Mrs)
Glasgow

Dear Mrs G
Glad to hear of your good fortune. Oh, and 'bon appetit'!
Bud

Dear Bud
Thanks for the advice you offered me recently in your excellent publication. Irresponsibly I took you at your word and refrained from buying any food suplies other than the amount of Rice Krispies needed to fill the bilges of my yacht. Mid-way across the Atlantic I was tucking in when I suddenly felt very ill. Fortunately I was rescued and taken to hospital where I was admitted as their first scurvy victim in 200 years! So, to any other would-be trans-globe sailors out there, be warned! Take a supply of fresh fruit!
Best wishes
Sir Frances Chichester

Dear Sir Frances
Thanks for your advice. I rather enjoy fresh banana slices on my Rice Krispies. Do any other readers have fresh fruit on their cereal? Drop me a line at Fresh Fruit On Cereal Preferences, Bud Pico, YS. Any I print get a shiny Bud Pico Taught Me How To Do It badge!
Cheers
Bud

Hello again, readers! Just thought I'd wind up the column with a letter from me! Actually, I want to thank you for all the kind messages of support and sympathy you sent me after I disclosed my family trauma last month.
Thanks very much!
Bud

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THE COMPLETE *YS* GUIDE TO SHOOT-'EM-UPS

PART 1

Where'd we all be without shoot-'em-ups, eh, Spec-chums? Well, we'd all have much smaller games collections, that's for sure! Join MATT BIELBY for an epic blast through nearly a decade of firepowered Spec-fun...

Blimey! The complete guide to shoot-'em-ups, eh? A bit of a mammoth task you might be thinking (and you'd be blooming right! It's taken me absolutely ages!). It's so blinking gigantic in fact that we've had to split it in two to save the whole ish from being packed to the gills with ancient shooty-shooty games and very little else!

So how's it all going to work? Well, this issue we spotlight those hundreds of games where you control a little spaceship, aeroplane or what have you, while next time round we'll be wibbling on for ages about those blasters where you command a man, creature or robot – things like Operation Wolf, Grysor, Robocop *(the list is endless, I'm sorry to say). Yes, I know it's a bit of an arbitary way to divide the whole subject up in two, but it's the best I could come up. Anyway, if you're all ready, let's arm the missiles, oil the cannons, buckle our seatbelts and go kick some alien ass! (Or something.)*

SO WHAT EXACTLY MAKES A SHOOT-'EM-UP A SHOOT-'EM-UP?

Well, at the risk of stating the obvious, it's a game where simple reaction times count for (almost) everything, and the actual shooting of various baddies constitutes the major part of the gameplay. It's just about the oldest form of computer game going (*Space Invaders* was pure shoot-'em-up, for instance), short of mad Victorian chappies crouching down inside big wooden cabinets and pretending to be chess machines. It's one of the most enduring forms too – hardly an issue of *YS* goes by when we don't review at least a couple of newies, and it's the rare arcade-style game (sports sims and puzzlers excepted) that doesn't include at least a small shoot-'em-up element in there somewhere as part of the gameplay.

But back to the case in hand. What we're talking about here are the pure shoot-'em-ups – games where the wiping out of waves of aliens or other baddies is everything (though let's be fair, the violence in most of these is very abstract and minimal). They easily divide into four major types, depending on how you view the action. And you can read all about them over the page.

THE FIRST EVER SHOOT-'EM-UP

Goodness knows – *Space Invaders* is the obvious answer, but most of the other early arcade games were shoot-'em-ups too – *Defender, Asteroids, Galaxian* and the rest. To find out what made it onto the Speccy first, well, we'll have to look back in the vaults and see what we come up with, shan't we?

Right, here we are with the very first issue of *Your Spectrum* (later to evolve into *Your Sinclair*), cover date January 1984. Flick to the review section and we have two *Space Invaders*-type games, both from long-forgotten Anirog Software – *Galactic Abductor* and *Missile Defense*. The second issue (Feb 84, believe it or not) brings us such delights as *Xark* (Contrast Software), a *Defender*-type game and *Alien Swoop* (a *Galaxians* rip-off), while issue three had Bug Byte's *Cavern Fighter* (a tunnel-based jobbie, like an early version of *R-Type*).

Hmm. Let's go back a bit further, shall we? All the early computer games mags were listings based (ie had lots of crap Basic games printed out line by line over oodles of pages, as if *Program Pitstop* had run rampant over the whole mag!) so we might find something in there. Believe it or not, I have the very first issue of the very first computer games mag in the country sitting right here on my desk, cover-dated November 1981. There's only one Sinclair game in here (for a ZX80 or 81 – a Speccy forerunner – and taking up a whole 2K!). It's called *City Bomb*, and it's a sort of shoot-'em-up. Apparently you're in a plane at the top of the screen and have to bomb the city beneath you, flattening out a landing strip so you can put down safely. Thrilling stuff, eh?

As for commercially available stuff, it's all lost a bit too far back in the mists of time to be sure. Still, shoot-'em-ups started emerging for the Speccy pretty soon after the machine came out, certainly by the end of '82. Throughout '83 people like Quicksilva and Bug Byte were churning out *Space Invaders, Asteroids* and *Scramble* clones advertised as 'being in 100% machine code and in colour' too, so perhaps it was one of those. Exciting stuff, eh?



RATINGS

In the great *YS Guide To...* tradition, for a one-off-only special occasion we've adapted our normal rating system to accommodate the shoot-'em-up theme. Here's how they work...

Alien-Death-Scum-From-Hell Factor
Are there oodles of inventive, nasty and extremely difficult-to-kill baddies all over the place (including the biggest, meanest muthas *ever* at the end of each level) or do you end up fighting a fleet of Trebor Mints?

Shopability
Are there oodles and oodles of well-thought-out and spectacular weapons available to pick up and use, or do you have to make do with the same crap little pea-shooter throughout the game?

Copycat Factor
Unusually, the lower the score the better here. Basically, is this exactly the same as every other shoot-'em-up ever (in which case it'll get a high score for being chronically unoriginal) or does it have something innovative and special about it to set it apart from the crowd?

Visibility Factor
Does everything make a degree of sense in Speccyvision, or is it all a jumbled mass of pixels, with bullets, missiles and even little spaceships winking in and out of view willy-nilly?

SHORTS

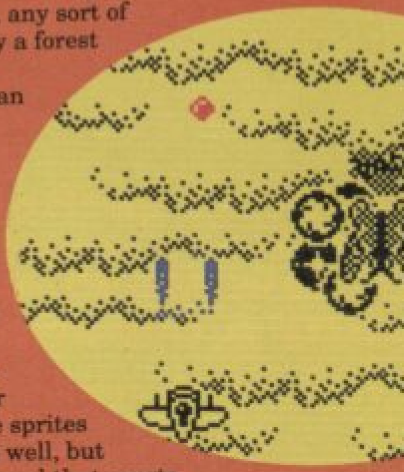
Blimey! Space doesn't go very far when you've got a subject as big as this, eh? So, dotted across the next four pages, we've squeezed some mini (mini) reviews into snazzy white blobs (just like this) – not wham-bam classics, but all good representatives of a type...

VERTICAL SCROLLERS

One obvious option for a shoot-'em-up, and one that's used all over the place, is the vertical scroller. This is where the action is viewed from a God-like perspective above it all, looking down on everything from a distance. The action scrolls up (or on the very odd occasion down) the screen. This has some advantages – it's easy to lay out complicated attack formations and the little spaceships can be the simplest blobby shapes and still function quite well – but it can suffer from some rather major flaws too.

The first is that the shape of your average TV or monitor is all wrong. Think about it – you're trying to present portrait-shaped action (taller than it is long) on a landscape-shaped screen (wider than it is tall). In a coin-op, which is where 85% of vertical scrollers originate, there's no real problem with this because you can easily build a cabinet with a tall thin screen to contain the action, but in Speccyvision the programmers have to waste large portions of the side of the potential play area to reproduce it. Subsequently, all the sprites have to be fairly small to fit in, and on most TVs become next to invisible. You've effectively castrated the game before you've even started.

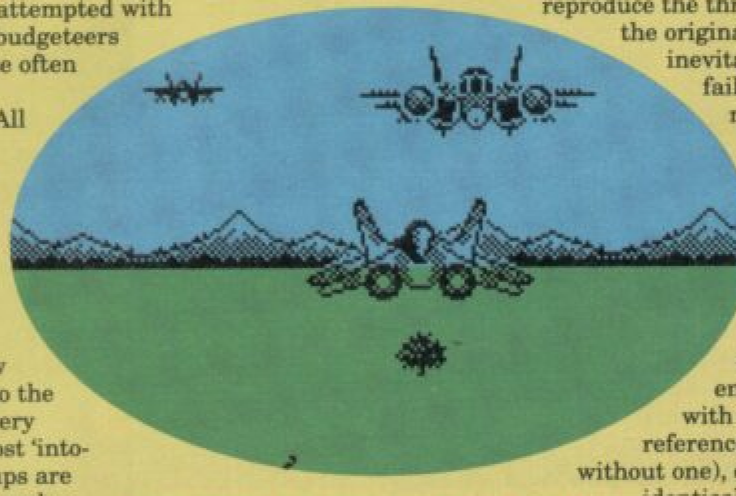
There's one other major problem too – the background. Since most scrolling Speccy games have to be largely monochrome, any sort of backdrop (say a forest which you're flying over) can cause real problems. You'll be safe (but probably rather bored) if the programmer opts for a simple black starfield over which all the sprites will show up well, but anything beyond that courts disaster. All too often over-zealous background artists, small sprites, even smaller bullets and the sort of slightly crappy TVs most of us use with our Speccies conspire to render your brand new vertical scroller virtually unplayable. Don't think I've got a total downer on them though – despite all the limitations some of the real classics use this design. *Xenon*, anybody?



Clear backdrops – that's what vertical scrollers need. (So *Gemini Wing*'s a sorry loser.)

THE 'INTO-THE-SCREEN' JOBBIE

Although occasionally attempted with reasonable success by budgeteers like CodeMasters, these often constitute a less than satisfying experience. All too often someone responsible for coin-op licence acquisition will pick out an arcade favourite with a giant hydraulic cabinet – say an *Afterburner* or *Thunderblade* – with little thought as to how it's going to translate to the home computer. (Not very well, usually.) Thus most 'into-the-screen' shoot-'em-ups are technically impressive and rather brave attempts to reproduce the thrills and spills of the original, but almost inevitably doomed to failure. Robbed of 3D, moving cabinets, and whizzo graphics, the limitations built into the game become abundantly clear – there's little real feeling of speed (difficult enough to create even with a rolling road as reference point, let alone without one), oodles of almost identical levels and very little to actually do. Boring.



Videodrome, here we come – it's 'into the screen' time with *F-16 Fighting Falcon*.



Galaxy Force
Activision

Yeow! Another recent 'impossible to convert' coin-op, just like *Afterburner* only, erm, even impossibler. Nice chequerboard planetscapes, but I've carefully picked a shot where you can see what's going on here – enter the tunnels and what was spectacular on the Sega original becomes a bit of a 'only play wearing dark glasses' jobbie. Ho hum.

THE FLIP-SCREEN

Not all that common, but these can work very well indeed – check out Raf Cecco's *Cybernoid* duo, for instance. The thing seems to be that if you dispense with trying to write decent scrolling routines (since the background doesn't move at all – you simply progress across the screen until you get to the far end, when a new one flashes up with your little ship in its new starting position) you can spend a lot more time making everything else very pretty and colourful and inventive. Thus flip-screen games have some of the best, clearest, most colourful graphics ever seen on the Speccy.

On the minus side however there's the disconcerting, disorientating bit where your ship flickers off the right hand side of the screen, only to reappear on the far left of the next one.

But they can be incredibly addictive (it's always a temptation to try for 'just one more' screen to see what it looks like) and, in the case of the Cecco games at least, can strike a fine balance between mindless blasting and working out the best route past each new obstacle. They're still pure shoot-'em-ups, but slightly more cerebral ones.



Flip screen à la *NOMAD* – no place to run to, no place to hide. (It's a bit like playing Murder In The Dark really.)

Mr Heli
Firebird

Here's a different approach – the cutsie shoot-'em-up. Mr Heli is a tubby little helicopter (that's him in the middle) with a mission. Note the square blocks above and below him – you can shoot these out to reveal oodles of energy giving crystals and extra weapons. Like a cross between R-Type and Super Mario Brothers, it worked very well indeed (pity about the lack of colour though).



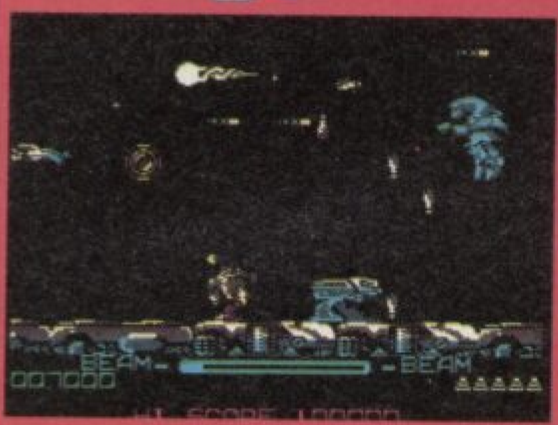
THE HORIZONTAL SCROLLER

This is the other main option, and usually a much more sensible way to go about things. Not only is the screen the right shape, but you can have a very complicated and pretty bottom and/or top bit to it (the ground, or the edges of a tunnel, say), while leaving the bulk of the play area relatively free from obstructions. Most the great shoot-'em-ups (but by no means all) are built like this, including the *Your Sinclair* all-time fave raves like *Uridium* and *R-Type*.



Game over, man! (Well, *Game Over II* to be precise.)

R-Type — Electric Dreams



Originally brought out for Christmas '88, *R-Type* is still probably the *YS* all-time shoot-'em-up champion. Certainly Duncan and David swear by it, and who am I to disagree? It's got everything really – bright, colourful and rather chunky graphics, pretty backdrops (but with the main play area left black for ease of vision) and playability coming out of its ears.

For those not familiar with it (where have you been?), it's a left-to-right horizontal scroller of a type we've seen millions of times before, but rarely (if ever) done this well. There's hardly any colour clash, some gorgeously designed graphics (something we have the coin-op to thank for) and it all moves beautifully – just check out the famous mechanical snakes on the first level for proof. Then there's the weapons system – some of the best add-ons in the business. Lots of little frog-like robots bounce along just waiting for a bit of encouragement to release oodles of extra weapons, including three-way lasers and a little remote droid that sorts of follows you around, mimicking your every move.

But best of all, the learning curve is pitched just right too, and the play-on option means you don't have to go straight back to the beginning again each time you die. A true classic and, what's more, the Speccy version is significantly harder to complete than the arcade machine ever was. It's an absolute corker!

VERDICT — 94°

ALIEN	WEPONS	COPYCAT	VISIBILITY
92°	94°	54°	89°

DNA Warrior
Aartronic

Here, I'm afraid, we have a representative from the ranks of what we loosely term 'crap shoot-'em-ups'. Note little white tadpole baddies, the little white spaceship, the total lack of anything of any interest at all really. Oh dear. Oh dear oh dear oh dear.





Silkworm
Virgin

An excellent little helicopter shoot-'em-up from last year, *Silkworm* managed to do just about everything right. Not only were the sprites nice and big (and distinctive – the giant baddie choppers are especially neat) but the plain backgrounds, lovely metallic sound effects (in 128K) and well-paced gameplay made it one of the most entertaining blasts of last year. Nifty two-player mode too, with the second chappy controlling a ground based jeep à la *Army Moves*.

Cybernoid I&II — Hewson



Yup, we've all been down here before, haven't we, Spec-chums? Blast that mutha away!

This flip-screen shoot-'em-up and its very similar (but slightly souped-up) sequel are notable in a number of ways. For a start there's the colour – absolutely loads of it littered about, especially when programmer Raf Cecco's famous explodey bits come into play. Then there's the gameplay – the first few screens aren't too tricky, but you soon find yourself coming across some of the most ludicrously packed and complicated problems ever – it's often a real triumph to get half way across a screen, let alone onto the next one! Neat touches like the use of gravity (some bullets drop in a little arc as opposed to zooming on in a straight line, and your ship squats firmly on the ground if you don't tell it otherwise) add to the infuriating fun.

Raf's been quite generous in one way though – if you find you're having really insurmountable problems with any one obstacle you can always sacrifice a ship to get past it with the few seconds of invulnerability that come with each new one (I wouldn't recommend you try this tactic too often though!). A couple of essential purchases.

VERDICT — 92°

ALIEN	WEPONS	COPYCAT	VISIBILITY
82°	86°	50°	91°

Dragon Spirit
Tengen (Domark)
A slightly different tack here – instead of planes or spaceships, this conversion featured a giant dragon, with extra fire-breathing heads as power-ups. It worked quite well really – there was a nice flapping movement to the main sprite and everything was so big there was little danger of the 'disappearing bullet' syndrome. Pity about the chunk of screen wasted to make the play area a vertically scrolling shape though.



Bedlam

Go



Bedlam's graphics not only side-step the old problem of fancy and confusing backdrops, they lend the game an eerie spookiness too.

An ex-*YS* Megagame from 1988, this is a *Uridium*-style vertical scroller available in 128K only (from the merry old days when that seemed like a fairly smart thing to do). It's fast, clean and simple in look (which is the only way to handle a vertical scroller), and the 128K allows colour to be used in fair smatterings – no danger of the incredible 'disappearing ship syndrome' here, folks. Set over a series of 15 space stations and 12 moonscapes (with four special bonus sections thrown in there too) it's pretty blooming massive to say the least. One nice touch is that you don't just have to dodge alien waves, but watch out for sticky-up deck structures on the surface which constitute extra hazards too. Teleports (multiloads to you and me) shoot you to the next level, but while they're doing their stuff an excellent mini-pinball game kicks in to amuse you (neatly, points earned here add to your score). Not as spectacular as some of the other stuff in this guide, it's nevertheless fast and playable – the way a good shoot-'em-up should always be.



Afterburner

Activision

A prime example of the sort of arcade conversion everyone said 'can't be done on the Speccy' and guess what? Yes, everyone was right! Still, that doesn't mean Activision didn't make a very brave try. Indeed, the speed with which they've got the various pretty large sprites (massive in the case of the F14 Tomcat you control) whanging around all over the screen is pretty impressive, to say the least. The only problem is – there isn't really much of a game hiding underneath the flash (and I know plenty of people will disagree with me, but I found pretty much the same thing to be the case with *Space Harrier*, *Galaxy Force* and all those other into the screen jobbies), a fault of Sega (the coin-op people) rather than the people who worked on the Speccy version.

The scenario, as you all probably know, is your slightly oudated 'shoot down all those nasty Russian planes' jobbie. There are some neat touches (the in-flight refueling sequences spring to mind) but with automatically firing guns, automatically locking missiles and so on it's really just a case of dodging enemy fire (try a constantly circling movement around the screen) and launching the odd missile. Sorry, but for me this 'unconvertible' game turned out to be exactly that.



Chocks awaaaaaay!



Blasteroids

Image Works



'Ere, what you lookin' at, moosh?

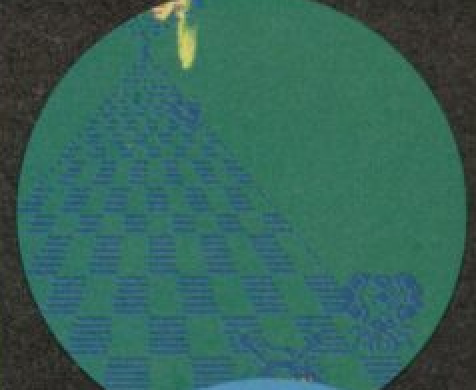
This is the most recent *Asteroids* clone (that I can think of at least) and retains exactly the same gameplay as the original (more or less), just spiffed up a little with a couple of clever bits and pieces. To be honest there's precious little difference between this and the original, but since you can probably get hold of this one a lot easier it's this we'll talk about.

So how's it all work? Well, simple. You control a little spaceship caught in the middle of an asteroid field and you have blast your way out. Every rock you hit shatters into smaller ones which have to be picked off until they've all gone, while at the same time you've got to wiggle your ship around to avoid the flying fragments.

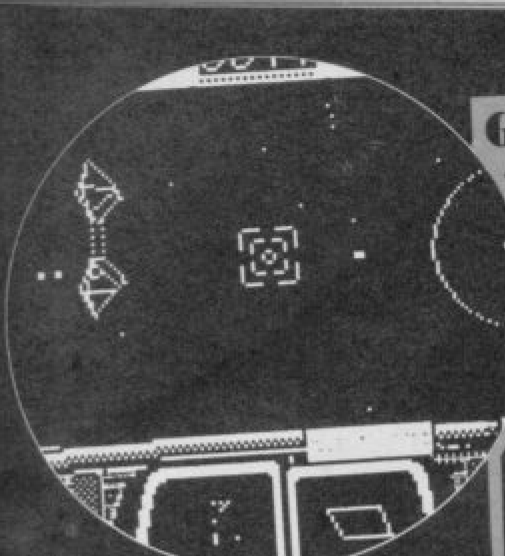
Now what makes it really interesting is the controls – the screen wraps round on all four sides, so whatever disappears off the top reappears at the bottom, and whatever slips off the left will soon be slipping on again at the right. Your little ship works as a real one would too, ie each action has an equal and opposite reaction, so you have to make your way around by pointing your craft in the right direction and firing your engines, then changing direction or stopping by twiddling your ship round its central axis and firing in the other direction, counteracting the forward motion. Complicated stuff!

Special additions to this basic formula include 1989 graphics, a choice of three ships (with different speed and shields), aliens, giant end-of-level nasties and collectable goodies such as power-ups and a cloaking device. There are loadsa levels to get through too. All in all then a bit of a corker, even if it had all been seen a good ten years ago.





Eliminator
Hewson
The sort of 'into-the-screen' scroller that does in fact work quite well, this was helped a great deal by the rolling road arrangement at the top and bottom of the screen that added a sense of speed. Movement was fairly restricted though, so quite why it earned a Megagame first time round I don't know.



Starglider II
Rainbird
One of those gigantic strategy things that Rainbird were so fond of (and good at) doing, this boasts a massive and sophisticated shoot-'em-up element. Vector graphics traditionally just look like a bunch of squiggly lines in static screenshots like you see here, but just wait until you see this baby move! Domark's *Star Wars* games did something similar, but without the strategic element.

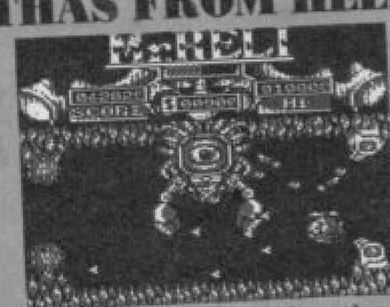
GIANT ALIEN MUTHAS FROM HELL

A few good end-of-level baddies can make a shoot-'em-up, a lack of them break one. Let's look at a few typical monsters, shall we?

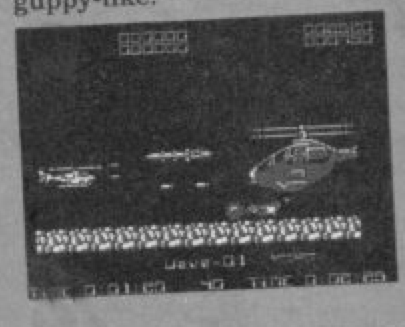


Dominator Impressive pink mouth affair firmly in the *R-Type* mould, and nicely animated too – the eyes blink and teeth move. Unfortunately the rest of the game didn't live up to it.

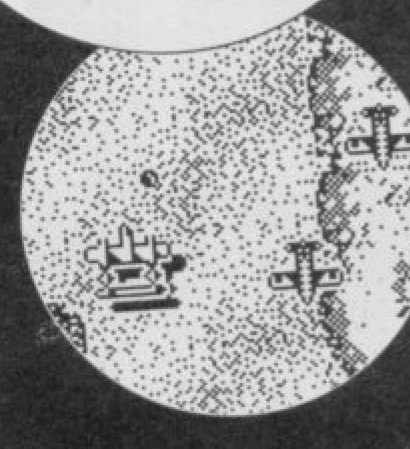
Mr Heli A giant eye thing with lobster claws – not bad, but the grey and yellow graphics don't help it to stand out as much as they might, do they?



Silkworm This is the other way to do it – not a giant fixed mass (like the other two) but a moving baddy in the vein of stuff you've already met on that level, but bigger. This super chopper is delightfully guppy-like.



1943
Go!
A good example of the World War II aeroplanes school of vertical (and occasionally horizontal) scrollers, of which there are oodles, *1943* features lots of little fighter planes, the occasional giant bomber and the odd power-up. Sadly its pale, bland graphics, easy attack patterns and a general slowness make it a less than spectacular experience. Still, it is out on budget so you won't be blowing too much dosh.



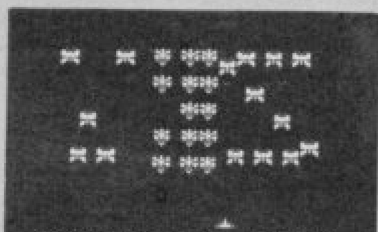
HOW TO DESIGN A SPACE SHIP

We can't really express how important a good central sprite can be – after all, other sprites may come and go, but you're looking at this one the entire time!

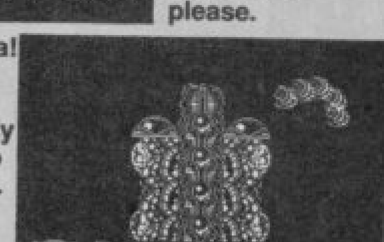


Sidearms
Anyone able to tell me what's meant to be going on here? It just looks like a bit of a mess to me! Answers on a postcard please.

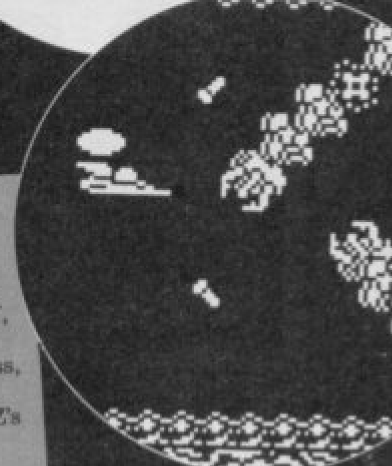
Halaga **Hmm. Your basic *Space Invaders*/ *Galaxians* thing – not too impressive, is it?**



Dark Fusion **A-ha! Now this is more like it – simple, clean design, easy to see but not too big or distracting. It's the biz.**



Salamander
Imagine
Firmly in the vein of the classic Konami coin-op *Nemesis*, this is in fact a better bet for the Speccy than the disappointing conversion of the real thing. A very straightforward but smooth scrolling blast, it actually has baddies that get meaner as you acquire power-ups (the rotters!). Very ordinary, but a lot of fun.



SO, YOU WANNA WRITE A SHOOT-'EM-UP?

Would you believe it's not as hard as it looks? (Actually, the way loads of people seem to write shoot-'em-ups it doesn't actually look all that hard anyway!) Here are a few of your central ingredients...

The Main Spaceship A little square box thing with another square box on the front will do fine here – nice and simple and to the point. Alternatively you could go the whole hog and stick as many spikey bits as possible all over it so the sprite looks 'interesting' from all angles.

Enemy Spaceships Nothing wrong with a whole squadron of polo mints zooming through space towards you – after all, it's the cunningness of the attack formations that counts!

The Name Something gun-like sounds good and hard (say *Side Arms* or *Armalyte*) though anything vaguely aggressive-sounding will do (*Eliminator*, *Dominator*, *Xecuter*, *H.A.T.E.*). If you're desperate you can always go the pseudo-scientific route (*R-Type*, *P47*, *Ultima Ratio*), opt for an animal name (*Salamander*, *Silkworm*) or go for that old standard, the meaningless, vaguely futuristic-sounding word (*Triaxos*, *Xeno*, *Zynaps*, *Xarax*, *Sanxion*, *Uridium*, *Xevious*). Lots of 'Z's and 'X's are good.

Background Nice and complicated is fine – let your imagination go wild. Don't worry about bullets (or even smaller enemy squadrons) getting lost amongst the mass of background detail – you can always pass it off as 'challenging gameplay'.

Collision Detection Don't make it too easy for them! It's perfectly all right if any alien coming within inches of the player kills him dead, while he needs to blast baddies six times for any effect to be felt. Again, it's all in the cause of challenging gameplay!

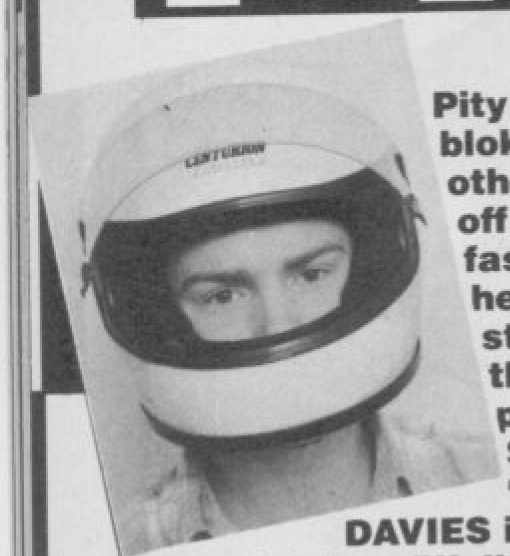
EVERY SHOOT-'EM-UP EVER

Ha! You've got to be joking – I started working on it and got up to 150 names – and I was only half way through the poxy thing! Forget it!

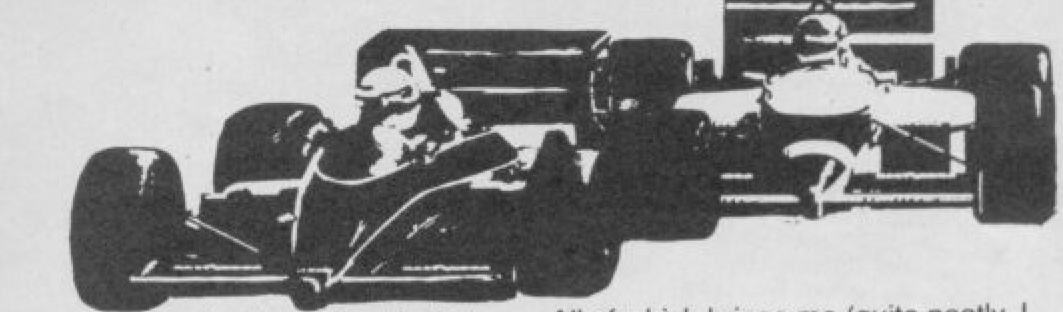
NEXT MONTH!

Even more shoot-'em-ups! All the ones with little blokes running around all over the place, including *Operation Wolf*, *Grysor*, *Robocop* and more (much more!). Don't miss it!

PROGRAM PITSTOP



Pity the poor bloke. While others take off into the fast lane, he gets stuck in the pitstop. Still, 'JONTY' DAVIES isn't complaining. (Well, he can't. He's got a ruddy great helmet stuck on his bonce.)



I'm supposed to be 'house hunting' at the moment. Boring, eh? The trouble is that next term I get turfed out of my cosy little study-bedroom (which is definitely more bedroom than study at the moment) and into the 'Real World'. Eek! So unless I can find a suitably grimy bedsit pretty darn sharpish I'll have nowhere to sleep and, more importantly, nowhere to plug in my Speccy. And that means no more Pitstop!

All of which brings me (quite neatly, I thought) to this month's crop of stuff. And the names to watch out for this time are **Barry McConell**, who's done something a bit special for +3 owners whose drives are letting them down, and **Colin Pearson** with a routine that'll let you rip huge holes in your program. Not forgetting, of course, Mssrs **R Toms** and **A Linde**. So, fingers into first, handbrake off and away we go.

FORNOMINAL FORMATTER

by Barry McCornell

Guess where I'm going on holiday this year. No, Ireland actually. And guess where this month's first program comes from. Wrong, it's Ireland again. Spooky or what? I hope it'll be nice and sunny over there, though. From what I've heard it tends to be a bit damp, and I'd hate to have to spend the whole time stranded in a pub brooding over a pint of Murphys. Although actually...

Barry McConnell gets a pat on the head for this one (or should that be a Pat?). He's noticed that the standard +3 disk formatting routine is a bit crap, and he's come up with an alternative which'll speed things up by up to 60% (40% on average) just by formatting the disk in a different way. The way it works is rather technical, so skip the next paragraph if you're not bothered about the details (and go away altogether if you haven't got a +3).

'Skewing' is what it's all about. (No – '*skewing*'.) When the +3 normally formats a disk it numbers the sectors of each track in order from one to nine. While this might seem reasonable enough, as that's the order they're read in, in practice you tend to find that when the drive has finished reading one sector, the next has whizzed straight past and has to wait for another revolution of the disk for it to come round again. Hassleville, Arizona. The solution is to number the sectors differently while the disk is being formatted. How about one, eight, six, four, two, nine, seven, five, three? This means that each sector should slide neatly into place just when it's needed.

Getting the program working is so easy you could probably do it with your eyes shut. Just type in the hex dump (using the Hex Loader) and save it. Then CLEAR 47999, LOAD "" CODE and there you have it. To start formatting just slot in the disk that needs doing and PRINT USR 48000. And off it goes. Make sure you've put the right disk in and everything, as there's no warning before it kicks off. The number returned by the PRINT statement will be 0 if everything went okay, and the appropriate DOS error number if there was a prob.

Enjoy.

Listing One

```
5456 REM General Hex Loader
  20 POKE 23658,8
  30 INPUT "Start Address: ";sta
rt
  40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
  50 CLEAR start-1
  60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
  70 INPUT "File Name: "; LINE f
$
  80 LET q=start
  90 LET cs=0
 100 PRINT AT 0,0;"Address ";q
 110 INPUT (q);": "; LINE a$
 120 IF a$=CHR$ 226 THEN  GO TO
320
 130 IF LEN a$<>16 THEN  GO TO 3
70
 140 LET f=0: FOR j=1 TO 16
 150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 160 NEXT j
 170 IF f=1 THEN  GO TO 370
 180 FOR n=0 TO 7
 190 LET y=CODE a$(1)-48: IF y>9
 THEN  LET y=y-7
 200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 210 LET va=16*y+z
 220 LET cs=cs+va
 230 POKE q+n,va
 240 PRINT AT 2,n*3;a$( TO 2)
 250 LET a$=a$(3 TO )
 260 NEXT n
 270 INPUT "Checksum: "; LINE a$
 280 PRINT AT 2,25;a$
 290 IF VAL a$<>cs THEN  GO TO 3
70
 300 CLS
 310 LET q=q+8
 315 GO TO 90
 320 CLS : PRINT '"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
 330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
 340 CLS : PRINT "VERIFYING..."
 350 VERIFY f$CODE
 360 CLS : PRINT "OK.": PAUSE 0:
 STOP
 370 PRINT AT 15,0:"ERROR": BEEP
 .1,-20: GO TO 90
```


cont

Listing Two

```
48000 F3 ED 73 01 BC 01 FD 7F =1165
48008 3A 5C 5B CB A7 F6 07 32 =914
48016 5C 5B ED 79 31 FF 5B FB =1187
48024 06 09 11 F8 BB 21 04 BC =692
48032 36 00 23 1A 77 23 36 02 =325
48040 23 23 13 10 F3 3E 41 CD =680
48048 51 01 30 29 AF 21 03 BC =570
48056 06 09 77 23 23 23 23 10 =290
48064 F9 DD E5 F5 06 07 0E 00 =971
48072 57 1E E5 21 03 BC CD 6C =883
48080 01 C1 DD E1 30 07 78 3C =875
48088 FE 28 20 D9 AF 06 00 4F =803
48096 C5 F3 01 FD 7F 3A 5C 5B =1062
48104 CB E7 E6 F8 32 5C 5B ED =1382
48112 79 C1 ED 7B 01 BC FB C9 =1315
48120 01 08 06 04 02 09 07 05 =42
48128 03 00 00 00 00 00 00 00 =3
STOP
```

REALLY GOOD DELETER

by Colin Pearson

It's boring, isn't it? Deleting huge chunks of programs, I mean. What you really need is some kind of a block-deleting routine that can wipe out a huge section of a program with just one command. And, would you believe, that's just what Colin Pearson has come up with. Say goodbye to those line-deleting blues.

Using it is simplicity itself (and simpler). Merely type in the Basic program (which cunningly incorporates the necessary machine code) and run it. Now, when you type PRINT USR ADDRESS,x1,x2, all the lines between x1 and x2 will be wiped away instantaneously. Brill or what? Oh, and it's a 48K-only routine.

```
  0>REM ** C.Pearson MCMXC **

  10 LET address=23296: REM The
address can be anything between
23296 & 65477
  20 RESTORE 40: FOR n=0 TO 57:
READ a: POKE address+n,a: NEXT n
  30 STOP
  40 DATA 205,121,28,205,162,45,
56,3,176,32,7,205,162,45,1,2,0,2
01,96,105,35,205,110,25,229,205,
162,45,56,3,176,32,5,193,1,1.0,2
01,96,105,205,110,25,84,93,225,1
67,227,237,82,225,212,229,25,1,0
,0,201
  50 REM
  60 REM ** DEMO **
  70 REM
  80 REM This program is fast &
  90 REM simple to use. You can
 100 REM delete any number of
 110 REM lines in your program
 120 REM entering "PRINT USR
 130 REM ADDRESS,X1,X2", where
 140 REM X1 is the first line to
 150 REM be deleted and X2 is
 160 REM the last.
 170 REM
 180 REM Just to prove it, enter
 190 REM "PRINT USR ADDRESS,50,
 200 REM 370" & these REM state-
 210 REM ments will be deleted
 220 REM quicker than you can
 230 REM say,"Oh, 'eck! Where
 240 REM have all the program
 250 REM lines gone ?"
 260 REM
 270 REM Go on...
```

ERM, RIGHT

by Raymond Toms

Here's a snippet of hex that you'll probably find loads of uses for. It's been put together by none other than Raymond Toms, and is ideal for those points in your programs when you just want the computer to sit there, waiting for you to press a key. "But why can't I just use PAUSE 0?" you might ask. Well you could, but that wouldn't print lots of scrolling coloured bars across the screen, would it, eh?

It's another 'use the Hex Loader' one, so use the Hex Loader to type it in, save it and then reload it at your leisure. Then just RANDOMIZE USR 65266 to get it going, and press a key to stop it. POKEing 65321 with different numbers will do things to the speed.

```
65266 97 D3 FE 21 20 58 11 00 =786
65274 58 01 E0 02 ED B0 62 6B =933
65282 3A 31 FF C6 FF E6 07 28 =1092
65290 27 FE 07 28 23 47 2F 87 =628
65298 87 87 B0 E6 7F 32 31 FF =1157
65306 77 13 01 1F 00 ED B0 FD =836
65314 CB 01 6E 20 17 01 28 29 =451
65322 0B 78 B1 20 FB 18 C1 5C =900
65330 F5 3A 06 FF ED 44 32 06 =925
65338 FF F1 18 D1 3A 48 5C 1F =982
65346 1F 1F D3 FE 21 00 58 54 =732
65354 5D 13 01 FF 02 3A 8D 5C =661
65362 77 ED B0 C9 00 00 00 00 =733
STOP
```

UH-HUH

by A Linde

If, like me, you've been crying out for a routine that does sort of scrolly things, with overtones of a shutter effect, this is the program for you. It's been written by A Linde, somebody who's distinguished not only by his phenomenal programming ability, but also by having the crappest typewriter I've ever seen. It really is rubbish. The letters are all fuzzy with little red bits in. At least, the ones that have come out at all are. Half of them have had to be scribbled in with a biro. Anyway, it's a hex-free 'bash it in and go' job, so bash it in and go.

```
  10 GO SUB 50
  20 FOR a=1 TO 21: FOR b=1 TO 3
1: PRINT AT a,b;CHR$ (INT (RND*(
127-33)+33)): NEXT b: NEXT a
  30 RANDOMIZE USR 30000
  40 STOP
  50 FOR i=0 TO 25
  60 READ a: POKE 30000+i,a
  70 NEXT i
  80 RETURN
  90 DATA 14,0,33,0,64,62,192,6,
16,167,203,22,35,203,22,35,16,24
8,61,32,242,13,32,234,201,0
```

Well, there you are!

At this point you'll probably be wondering how you go about getting some of your own stuff in Pitstop. Welll, simply put it onto a tape and send it off to me. That's all there is to it. The address? Program Pitstop, *YS*, 30 Monmouth Street, Bath BA1 2AP. Bingo!

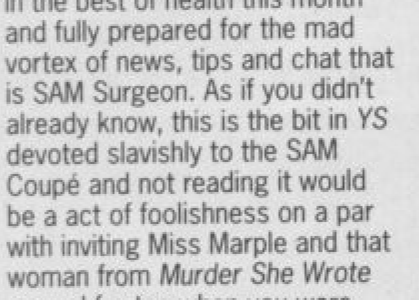


ROBIN ALWAY SAM SURGEON

Wotcha, SAMsters. I trust I find you, and more importantly your Coupé, in the best of health this month and fully prepared for the mad vortex of news, tips and chat that is SAM Surgeon. As if you didn't already know, this is the bit in *YS* devoted slavishly to the SAM Coupé and not reading it would be a act of foolishness on a par with inviting Miss Marple and that woman from *Murder She Wrote* around for tea when you were planning to do someone in.

Deep In The Depths

Don't know about you but I'm still trying to get to grips with some of the Coupé's more difficult features like the 'On/Off switch' and how to get it back in its box without the aid of Vaseline. Other, obviously more intelligent people dismiss the aforementioned as lemon squeezy stuff and are now busy uncovering some of the Coupé's darkest secrets. **Derek Morgan** of Lancashire has for example discovered a second



***World Championship Boxing Manager** – as reported last month, Goliath's YS Megagame looks all set to take full advantage of the SAM's graphics and sound capabilities. Hurrah!*

secret set of pre-defined function keywords that aren't mentioned anywhere in the manual. And he's been generous enough to share it with the rest of us...

[0] DEF PROC	[1] END PROC
[2] RENUM	[3] DELETE
[4] REF	[5] COPY
[6] –	[7] KEYIN
[8] LOCAL	[9] LOOP IF

Hey, let's hear it for Derek! If anybody else has any other SAM tips, POKEs or wrinkles send them to the address below. You'll receive eternal gratefulness and possibly even a badge or something!

Turbo Boost

My cockles received a thorough warming this month when I received the latest issue of what's probably the first ever SAMzine. ***Turbo*** is the publication's name and as it's already up to issue four. I reckon Editor **Adrian Betts** must be foregoing all that eating and sleeping business to get his mag out regularly. Included in the 22-page issue I saw was a compatiblity update, an adventure column, a game review section and lots of fairly exclusive news about forthcoming Coupé software. The printing and layout was a bit dodgy in places but a copy of PCG's DTP package could easily remedy that and planned features like an interview with the author of SAM Basic suggest this is a mag worth sampling. Single issues cost £1 and five- and 11-issue subs are also available for £5 and £10 respectively. Order your copy from A Betts, 8 Healey, Lakeside, Tamworth, Staffs B77 2RF. (Tell them I sent you.)

Satisfaction (ZX) Guaranteed

Although Coupé-specific games are a bit scarce around these parts at the moment, serious utility software is thankfully a bit more forthcoming. Last column I thrilled you and amazed onlookers with details of two excellent programs from Lerm, and this month I've just received two more utilities from a company that's well-spoken of whenever Spectrum utility fans meet. **ZX-GUARANTEED** have decided to switch allegiance and now intend to concentrate only on the Coupé, so much so that the company's name is in the process of being changed to something a bit more Coupésque.

Their first dedicated SAM offering is a double feature disk containing ***007 DISSASSEMBLER*** and ***007 REVEAL***. The former is, um, well a disassembler at the end of the day. It disassembles in Hex or Decimal modes you'll doubtlessly be relieved to hear, uses single key presses and the function keys to aid ease of use and basically acts very much in a dissassembler-like way. What more can I say? The other program included on the same disk, *007 REVEAL*, is a scampish



***Nigel Mansell's Grand Prix** – all set for Coupé customisation by David Looker of Speedloc fame.*

little prog that allows you to peek at machine code listings and find the often dodgy, rude and positively perverse messages put there by some waggish programmer. Both programs are fairly easy to use and although someone not quite as thick as me is needed to provide comparison with similar Speccy products they certainly look like solid and dependable utility software. They're not bad value either – £6.95 for both programs on one 3.5" disk. Bag up your copy from GA Bobker, 29 Chadderton Drive, Unsworth, Bury, Lancs BL9 8NL.



***Gazza's Super Soccer** – SAM-super-compatible!*

Coming soon from the same company are ***DISC-DOCTOR***, a SAM disk management utility which allows you to compress Snapshot files and so economise on K, and an **address and disk cataloging package**. More details can be yours by sending an sae to the same address.

New Zip

MGT are moving to bigger premises and by some spooky coincidence their address has changed as well. You can now contact SAM's parents at Miles Gordon Technology plc, Century Park, Valley Way, Swansea SA6 8QP. The phone numbers, (0792) 791100 and 772368, remain the same.

Extra! Extra!

News hot off the presses... **David Looker** of **Speedloc** protection systems fame and the man originally behind Whistlin' Rick's favourite racing game, ***Nigel Mansell's Grand Prix***, is working on a SAM specific version of good old *Nige* using the full Coupé graphics capability. It may be published through MGT itself... **MGT** also plan a compilation tape of three original SAM games written in SAM Basic by programmer **David Tonks**. ***Mix And Match***, ***Colour Clash*** and ***Patience*** are all *Tetris*-style puzzlers, and should cost around £9.99 cassette and slightly more on disk... And finally **Ocean** are leaning in a SAM-wards direction, committing themselves to providing at the very least SAM-compatible versions of all their new games on the B-side of Spectrum cassette copies.

That's All, Folks!

Right, see you next issue. In the meantime send anything and everything remotely SAM-related to me, Robin Alway (SAM Surgeon) at *YS*, 30 Monmouth Street, Bath BA1 2AP. Toddle pip.


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HINTS'N'TIPS

YS TIPSHOP



Hello, hello, hello. What have we here? Why, it's none other than JONATHAN ' Dibble' DAVIES with this month's top-tips roll call. Over to you, JD.

Crikey, can it really be time for another Tipshop already? Time just seems to fly by these days. Except when you're in an 'Occam 2' lecture, that is. Now those are long. Actually, I am in an Occam 2 lecture. I'm tucked away at the back, with a notepad in one hand, a pen in the other and a huge pile of tips under the seat. There are absolutely loads of them, and they keep trying to escape. And I wish they'd stop rustling. That chap down there keeps looking up and pointing at me with his chalk.

However, if it's tips you're after you've come to the right place. Just feast your eyes on this tidy little bunch...

TREASURE ISLAND DIZZY

Right, who wants to start? Come on, don't be shy. Anything'll do. Even *Treasure Island Dizzy*. Who's got some tips for that? Nobody? You at the back there. Yes, you – *Daniel Gray*, isn't it? Let's see what you've got.

Actually I've found a cheat for it. When the game has loaded, press and hold down the keys O, P, A and Enter. The game should now start. Keep your fingers on these keys until Dizzy's arms start to move up and down as normal. Now let go of them and press C. Dizzy will now disappear. Using keys Z and X you can now move through all the screens until you find the one you want. Press Space and DIzzy will reappear.

Well thanks. Here, catch!

GREGORY LOSES HIS CLOCK

I still can't get past the first screen on this one. Tell you what, the first person to tell me the secret can have a fabulous, free 'I've Got Big Tips' badge. Hang on, who's this? It's *Anthony Whitaker*. Blimey, that was quick. So how's it done then, Ant?

At the start, in the bedroom, take the clock out of your pocket and place it on the chest of drawers. Get into bed. When everything's been nicked and your head has fallen onto your body, pick up the wheel and place it on the axle to the right of the right-hand door. The fish will fall.

Are you sure about this?

Uh-huh. Ignore it and go through the door on the right. Then go right and you'll be in a room with four platforms which go up to a spikey roof. Try to get past this and get the wheel. Go back over them again and return to the start screen. Put the wheel by the left-hand door and get the gun. To use it, just press Left or Right. Go through the left door and go left. You'll be in a room with rotating star-shaped nasties. Shoot all except the last two and drop the gun. Get the wheel (carefully) and go back through to the first screen. Put the wheel on the middle door's axle. Get the disk, put it in your pocket and go through the middle door. You'll be in the jungle. Go right, avoiding the ball the chimp chucks at you and waiting for it to come back and bounce over you. Avoid the bird's eggs. Go right, cross the crevasse on the lift, go right and get the sausage. Wait for the bird to come and then go back across the crevasse again. Once across, eat the sausage (to get your jumping ability) and go to the start screen of the jungle. Two screens to the left is a gun, but I haven't got any further than that. I know there's a switch thing in your pocket but, er, I don't know what it does.

Hmm. And we were doing so well. Never mind, have the badge anyway.

STREET FIGHTER

Hours of laborious research have completely failed to pinpoint exactly what *Street Fighter* is, but it must be pretty popular as I've had loads of tips on it. In a closely fought contest, the best would appear to be from *Kalpeoh Pancholi* (I hope that's right). Here they are.

JAPAN
Retsu Crouch down and kick repeatedly. The moment Retsu copies you jump back. When he stops crouch down and kick him again.
Geki Crouch down and kick again. When Geki crouches, jump onto his head and kick it. But beware! He'll throw stones at you, so avoid them by jumping over them.

USA
Joe Crouch down and kick. Joe may crouch and punch. Ignore him if he does – he won't prevent you from winning.
Mike Crouch down and kick. If Mike leans forwards to punch you move backwards. You'll lose a lot of energy if he hits you.

ENGLAND
Birdie Crouch down and kick repeatedly and you'll find him easy to beat.
Eagle Crouch down and kick, but never stand up or you'll suffer a lot of damage from his rapier.

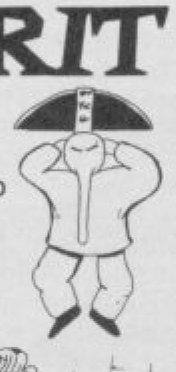
TIP CONTINUED ON PAGE 48 ➤

NINJA SPIRIT

This is the game that they were going to give away a free pair of sunglasses with (but they decided not to). *Martin Burrell* obviously didn't encounter any visual worries with it though, as he's come up with a guide to all the nasties you'll come up against, and the best way to handle them. He's also craftily done a piccy of each.

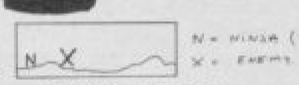


LEVEL ONE
Stand on the X and fire straight up with triple hammers.

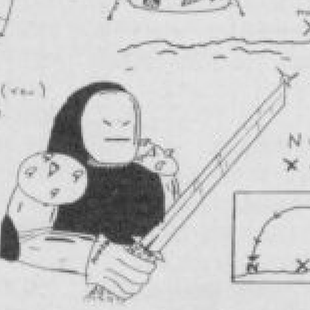


LEVEL TWO
Fire up with the hammers but when he gets too near jump over him with a high jump.

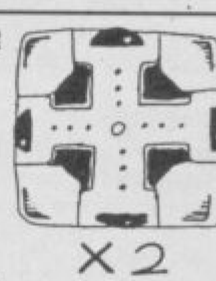




LEVEL THREE
Just before he appears, walk to the left and fire into his back.

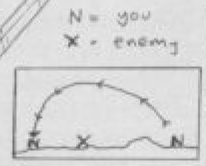


LEVEL FOUR
Hit the semi-circles on the outside of every side until it cracks. Remember you can walk on the ceiling.





LEVEL FIVE
Jump up on the X and fire at the midde ninja.



LEVEL SIX
When you reach the right hand side jump over to the left and rip your weapons into the men that appear. The maximum is 11.



FINAL LEVEL
He floats in the air and fires off a tracking line of stars (or something) at you. When he does this run to the right-hand side of the screen until you can't go any further. Then, when the stars are straight, do a super-leap over them. As you drop, fire at the baddie. Repeat lots of times.

Very nice indeed, really.

DR. BERKMANN'S



CLINIC

Got a gamesnag? See the specialist! (Cheap rates for OAPs, extremely expensive rates for multi-millionaires.)

TREASURE ISLAND DIZZY

Right, let's get going with this absurdly popular cheapie, 'cos **Mark Davis** says he's "dying of frustration", which seems a particularly silly way to go, so let's operate! "I don't know how to get the spade out of the water," he moans. Well, here are those crucial steps in solving *Diz 2*, courtesy of old Clinic chum **Andy Harris**...

- Pick up the solid chest, and drop it by the cliff. (C'mon, Andy, even I know that!)
- All right, all right, be patient. Now go left and pick up the rubber snorkel. Hit the stone on the way to the lower platform on screen before.
- Go get the glass sword and the camera, then go to the beach and drop both.
- Now enter the water and pick up the salt water and spade. Peasy!

FANTASY ISLAND DIZZY

More letters on this than anything else at the moment. Here are the gamesnags, followed by what (I hope) are the right answers...

Q: How do you get past the Armorog's Den? (**N Jenkin**)
A: Get the bone on the very top screen, then swop for the rock in the den, stay on-screen until Armorog charges and then leg it.
Q: How do you get past the wide-eyed dragon? (**Steven Dutton**)
A: Try putting him to sleep (ask Dozy for advice).
Q: What's the rope for? (**Hugh Turley**)
A: Jump on the croc when his mouth's shut, then use the rope to get the rock.
Q: How do you mend the broken bridge? (**Everybody**)
A: What do you think you're getting all those rocks for?

Thanks to **Robert Morris** – who wins this month's three games prize – and many others for their tips.

TWIT

"Is it asking too much of you to print POKEs which actually work?" asks **Mark Smith.** Yes it is, Mark, because this section doesn't actually deal with POKEs. Next!

TWIT II

This one is M J Berkmann, your very own Dr of Snagology (and Bar). When I mentioned our old mucker Richard Swann's offer of Good Eggery a couple of months back, I neglected to include one small item of information – his address. Clever, huh? But here it is – 24 Dalston Close, Heatherside, Camberley, Surrey GU15 1BT. Send him your queries on the games I mentioned (and none other), and remember to enclose an sae if you expect a reply.

WANTED: MONTY MOLE

It was the Ellesmere Port Elf, of all proteins, who was stuck on this wondrously elderly Gremlin platformer, and more than a couple of people wrote in with the answer (three, actually). The problem – getting the bucket without getting clobbered by the miner. The solution (according to my mystery correspondent, who is either called, or lives in, **Stable House**) – "It's dead simple. Jump over the broken bridge and under the squirrel, dodging his nuts (fnar). Wait until a nut hits the ground, then grab the bucket and leg it to the right, back over the bust bridge and onto the next screen." Thanks also to **Gareth Davies** and **Johnny Morrison**.

LAST NINJA 2

The game that's beginning to be 1990's equivalent of *Footie Director*, for this is its 435th consecutive mention in the Clinic. The gamesnag? Only the geezer from Portugal (another clot who forgot to include his name in his letter), who didn't know how to kill the orb. Fortunately our old chum **Scott Grant** does. "When you enter the last room, first press P at all the points of the star until little flames come up. Go over to the safe and enter the code from the beginning of Level Five. Then take the orb and run back a bit and turn round. Wait for Kunitoki to rush in, hit him with a shuriken and that's it." **James Douglas** explains it slightly differently. "First get the lighter from the safe, and hold it. Light the candles at each point of the star by pressing P, and when you've done it knock down the orb at the beginning of the star." Which is right? (You see, I haven't quite, ahem, got that far myself, cough splutter...)

KARNOV

Daniel Hawkins found he was always being killed by the shooting rock. Just another of those hazards of life, really, but **Darren McDonald** thinks he can help. "You bet, Dr B. Get the ladder, climb it, then shoot the head. Do the same with the remaining rock dudes. If you get killed by them while on the ladder you lose it, so you have to shoot the pillars they stand on." Great. **Paul Dossis** has even briefer advice. "Try avoiding them," he quips. Anyone got any better ideas?

VENOM STRIKES BACK

Actually, **Paul** himself has a much better idea – he knows the last password in this (I thought rather dreary) *MASK* spin-off, a piece of information desperately required by Adam Dowsett. Well, Paul? "It's PETALS OF DOOM, innit?" Somehow, it would be...

MYTH

Poor Andrew Neal seems to be about the only person in Europe who can't play this pesky game (besides me of course), as everyone else has written in with the answer to his gamesnag. How do you get past the Hydra? he asked. And what does the sack do? Here's **Dossis** again. "Before you reach the Hydra you come across a temple. Crouch inside it and you'll find yourself in Medusa's secret room. This is where you need the sack. Work your way across to Medusa using your shield to avoid her stare, stand on the last platform and chop her head off with the sword. Use the sack and collect the head. Also collect the teleport ball, go left and you will reappear where you left. Continue right and use Medusa's head to shoot the Hydra's heads, one at a time. Collect the last teleport ball, return to Medusa's room, collect the teleport icon and go back to the teleport pad at the start and use it." Thanks also to **Mike Walpole**, **S Lowe**, **Craig Bousie** and **Philip McCardle**.

LICENCE TO KILL

I have to admit I'd forgotten about this one, but I bet poor old Sam Pike hadn't – he's probably still trying to get past the lorries on the last level as I write. But never fear, 'cos **Richard Swann** is here. "Clever, Mr Bond, but not quite clever enough." (Oh, sorry.) "Stay behind the enemy tanker to begin with, then leg it up to full speed, making sure that you're still at the bottom of the screen. Now move out carefully, making sure that you don't crash into the side of the road.Now use the back part of your tanker to smash into the enemy several times until it blows up (the enemy, not the tanker). Avoid the blast, then pull back to the bottom of the screen, making sure that you're still going at full speed to get to the next tanker. The last tanker will shoot missiles at you – dodge them." And that's (as they say) it, folks.

CONTACT SAM CRUISE

This is another game that crops up in these columns an awful lot (I have to admit that I always thought it pretty hopeless, even three years ago, but even the great Dr B can make mistakes, ho yus). Gordon Ogilvie wanted to know what to do with the hook, and both **Dossis** and **Bousie** (are those real names?) have the gen. "Stop outside no. 31 and walk up to the mobster. When he runs up to you, go in no. 31, go upstairs quickly and drop off the roof on the right hand side (you should land on his head). Go right, into the flats on the left of no.19, and up to the roof. Go right and press C to use the hook and you will throw it. A rope will now appear to the next building – walk along this to the next building and you are now very near the end of the game." Fab, huh?

RAMBO

Two gamesnags here. First poor Shafiq Jamal, who, somewhere between my computer and the pages of *YS*, became "Shafiq James". He was having problems following the captive he had freed, but as everyone who wrote in pointed out he doesn't actually need to follow him. As for the helicopter, respondents were rather more vague. "Run diagonal right and you go up then left then down right and then a bit left and up – and there's your chopper," wrote **Johnny Morrison**, abandoning all thoughts of full stops and commas. According to **Gareth Davies**, you virtually have to go via Chelmsford to find the damn thing, but perhapos the most helpful explanation came from **Scott Grant** – "When you free Banks he just runs north over the river, but you have to go right and then follow the river north. Try and stay as near to the line Banks followed as possible. You will have to keep going left and right to find gaps in the river but always head north and you will eventually reach the chopper. (Thanks also to **David Rademaker** for his long and helpful letter.)

Meanwhile Anthony 'The Goat' Whitaker didn't know what to do with his chopper (snort, wibble) after he'd rescued all the hostages and got all the weapons. Fortunately lots of other people did – **Darren McDonald** and **Richard 'Not Again' Swann** to name but eight. **Dossis** also knew (all right, you can have three games too). "Thanks, and all I can say is it's about bloody time. Fly northeast (and don't forget to avoid the superchopper on its suicide mission). Now land on the helipad and run into the hangar to complete the mission." And then start the whole game again...

HAYLP!

Another riproaring collection of gamesnags. Land ahoy, bosun!

Jack Skaife: "What are the passwords for Missions Two and Three in *Thunderbirds*? And in Mission Four, how do you get through the force field in the lower tunnel?"

Simon Perfect: "In *Roller Coaster* how on earth do you get past the vibrating blue steps (two screens to the right of the Great American Swing)? And in *Tusker* I've completed Level One, but what the hell do I do on Level Two? The only thing I've worked out is how to pass the swamp monster."

Andy 'Chunky Boy' Leyden: "In *Batman The Caped Crusader*, I get to the Penguin's mansion but can't find the computer you have to switch off. What? How? Where? When?"

Mike Walpole: "How do you get past the snake in *Stifflip and Co*? And what's the rubber glove used for?" (Please, this is a family mag. Next!)

Neil Johnson: "How do you get past that blasted vampire at the end of Level Three of *Rainbow Islands*?"

Sebastian Wronski: "How do you move the stockpile from island to island in *Carrier Command*?"

Tim Boyle: "How do I kill the end-of-level monster on Level One of *Alien Syndrome*? "

If you can help these gibbering wrecks, or have your own gamesnag, write to Dr B's C, *YS*, 30 Monmouth Street, Bath BA1 2AP. There's a badge in it for anyone mentioned, and three games for service beyond the course of duty. Yowsah!

TIP O'THE MONTH

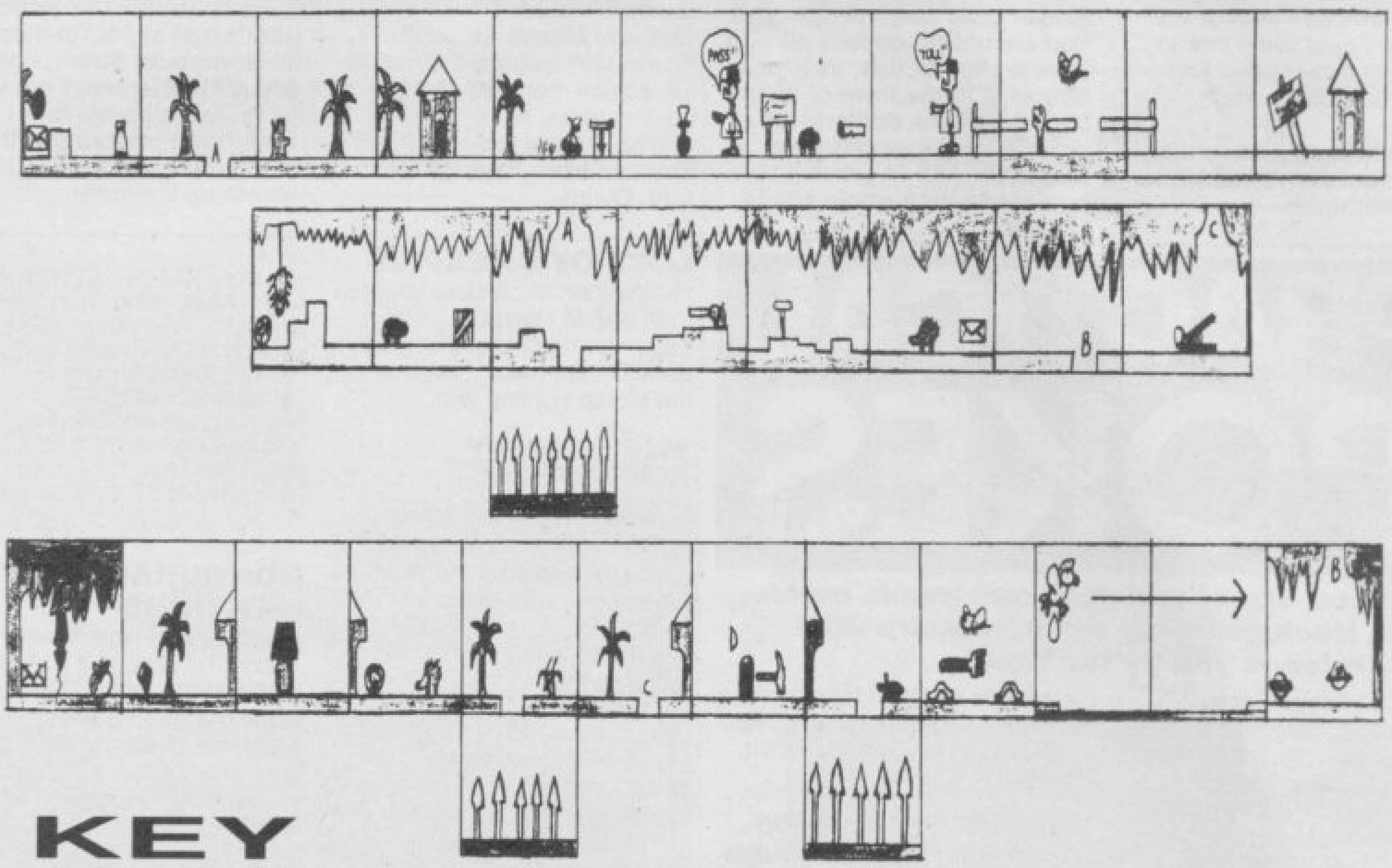
LITTLE PUFF IN DRAGON LAND

Eh? Well, according to *Richard Hardaker*, this one's a newie from none other than the Codies, on their Cartoon Time label. *(And it's reviewed in* Barg Basement *this very ish. Ed)* Oh. Anyway, with a pedigree like that it's bound to be completely crucial, not to mention amazingly addictive, so it's probably just as well that Richard's done a map and a complete solution. And very nice they are too. Here's the solution...

Take cherry, right, take potion, left, left, left, fire at tree stump, left, down, left, take box, left, drop box, take lifebelt, take box, right, right, right, right, take corkscrew, right, take envelope, right, right, drop corkscrew, take foot pump, left, down, take hamburger, left, left, left, left, left, take hammer (hammer and box become a key), stand in doorway and press Up twice, left, down, take corkscrew, left, down, left, left, left, left, left, left, left, left, left, drop lifebelt and foot pump, take lamp-shade and bottle (corkscrew and bottle become part of pass), drop lamp-shade, take lifebelt and foot pump, right, right, right, down, left, down, take tin mat, left, left, left, left, left, enter doorway, left, left, left, drop foot pump and lifebelt, take envelope, take coconut, right, right, right, right, jump onto plunger, drop coconut to hold plunger down, left, enter doorway, left, left, take banana, left, left, left, left, take envelope, take apple, right, take diamond, right, right, take coin, right, right, right, enter doorway, right, take coconut, drop diamond, drop coin, right, right, take saw (saw and coconut become gold coin), left, left, take coin, take diamond, right, right, right, drop gold coin by guard's feet to make him vanish, right, right, right, er, that's it.

Zzz... huh? Oh, he's finished. Thanks, Richard.

And voici le map...



KEY

A, B, C, D Links with matching letter.

Coconut Used to hold down plunger

Envelope Each contains a quarter of a pass

Bottle Extinguishes breath

Tree Stump Burn away top to continue

Doorway

Cherry

Plunger Controls electric barrier

Potion Gives you fire breath

Saw Gives gold coin when held with coconut

Lifebelt Lets you cross water

Box Gives key when held with hammer

Gun

Corkscrew

Foot Pump Without this the lifebelt deflates

Tin Hat Stops coconut from giving you a headache

Hamburger

Fork

Food

Hammer

Banana

Coin

Lampshade

Bottle Needs uncorking for a part of pass

Diamond

Apple

CHINA
Lee He's impossible to kick when you're crouching down, so use the flying kick (which is a little risky) or jump onto his head and kick him (which is much safer).
Gen Crouch down and kick. He's very easy.

THAILAND
Adon Crouch down and kick, but don't stand. (He's really hard!)
Sagat Wait until he throws some fireballs at you and then crouch down and kick about three times. Then retreat, wait for some more fireballs and repeat the procedure. If Sagat advances when you retreat, jump over his head and prepare for the fireballs.

BONUS ROUND
Wait 'til the bar has almost disappeared and hit Fire as fast as you can. You'll then see a picture of Sagat flying through the air with a message. And then it's back to the start.

Well that's lovely, absolutely marvellous! A well-deserved badge methinks.

FOOTBALLER OF THE YEAR II

Yeurk! I normally try to keep this section free of anything even vaguely footie-related. Unfortunately, while I wasn't looking, *Blythe Stewart* sneeked in under the barbed wire and slipped this into my pile of carefully screened tips. It's quite cunning, though, so I suppose we should be grateful.

When you're playing the 'Double Or Nothing' section, press P to pause the game. This will stop the time limit from going down, and give you more time to think.

As simple as that, eh?

SAMURAI

You should practically all have a copy of this, as it was strapped to the front of issue 53. And what a corker it is, eh? *Owen Coper* certainly thinks so, and to prove it he's come up with a whole pile of tips. Take it away, Owen. (But I want it back this evening.)

- Don't rely on being able to move your mounted samurai large distances all the time. If he sustains enough damage his horse is slain and he becomes a foot soldier.
- Level Three is the easiest, not Level One.
- Incident Two, where you start off outside the temple, is easiest.
- If you gang up on enemy soldiers they can only attack one of your men, so the others get a free swing. Watch out, though, as the computer always tries to get your men outnumbered.
- The enemy are...

Young Samurai Monks Represented by a bloke with a sword. Easy to kill.
Armed Monks Represented by a hooded figure with a staff. Even easier to kill than Young Samurai Monks.
Samurai Monks Hooded figures with swords. Difficult to kill, so use mounted samurai against them.

Who'd have thought it, eh? You can have a badge for that, Owen.

P47

And here's Kalpeoh Pancholi again. This time it's Firebird's scroller that gets the treatment.

When you're on the high score table, type in ZEBEDEE for infinite lives. I'll definitely go now.

I'm glad to hear it.

The Duvet Beckons

Well, that's the end of another Tipshop, another lecture and another day. And it's only half past three. I think I'll have a well-deserved lie-down actually. In the meantime, put together a pile of the most wondrous tips and maps that you can manage and send them to Jonathan Davies (that's me) at *YS* Tipshop, *YS*, 30 Monmouth Street, Bath BA1 2AP. You won't regret it as there's a badge for everything printed and three free games for the Tip O' The Month up for grabs.

PRACTICAL POKES

***Robinson Street* revisited and much, much more. Hack attacker extraordinaire JON NORTH leads you by the hand.**

What can I say? Oops, perhaps, or sorry? Someone somewhere made a right pig's ear of the listings in issue 53, didn't they? Never mind, the corrections are printed this issue, together with some tasty little cheapie hacks. Let it roll...

NIGHTMARE ON ROBINSON STREET

Here's the correct listing of the NORS POKEs. If you want to see how they were worked out, take a gander at last month's *How 2 Hack*.

```
10 REM NORS by CG and GS
20 POKE 23693,0: POKE 23624,0
30 CLEAR 24889: LOAD
""SCREEN$
40 LOAD ""CODE
50 POKE 53267,0
60 POKE 56139,0
70 POKE 49890,X
80 POKE 49937,X
90 RANDOMIZE USR 49830
```

Line 50 gives immunity against bullets, line 60 gives immunity against shooting the dogs, line 70 lets you set the amount of enemy to be killed before the big one (1-255) and line 80 lets you set the amount of starting energy (1-255).

RAINBOW ISLANDS

There were quite a few queries over this one. It seems that not only was the listing printed wrong, but half of it ended up on the cutting room floor instead of on the page. Not to worry though, this one'll work.

```
10 REM R.I. by Jon North
20 FOR F=16384 TO 16453
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 16384
50 DATA 221,33,203,92,17
60 DATA 30,15,62,255,55
70 DATA 205,86,5,48,241
80 DATA 33,149,98,54,195
90 DATA 35,54,30,35,54
100 DATA 64,49,224,92,201
110 DATA 33,138,11,34,145
120 DATA 130,62,201,50,187
130 DATA 128,201,33,229,130
140 DATA 22,100,1,0,1
150 DATA 89,115,35,114,33
160 DATA 62,64,237,176,195
170 DATA 161,130,62,217,50
180 DATA 59,254,195,122,163
```

LOTS OF CHEAPIES

I had a load of cheapie routines from one **M Harris** of Faversham in Kent. If this lot doesn't make him Hacker of the Month nothing will!

THE BOUNTY HUNTER

```
10 LOAD ""CODE: POKE 24626,62:
POKE 24627,96
20 FOR F=24638 TO 1E9: READ A
30 IF A=999 THEN PRINT USR
24576
40 POKE F,A: NEXT F
50 DATA 175
60 DATA 50,203,170: REM
INFINITE LIVES
70 DATA 50,190,155: REM
INFINITE AMMO
80 DATA 50,174,170: REM KEEP
UPGRADED WEAPONS
90 DATA 195,244,152,999: REM
END MARKER
```

ITALIAN SUPER CAR

```
10 CLEAR 24299: LOAD ""CODE
20 POKE 24342,201
30 RANDOMIZE USR 24300
40 POKE 29340,0: REM INFINITE
LIVES
50 RANDOMIZE USR 24384
```

GUARDIAN II

```
31 POKE 50233,0: REM INFINITE
LIVES
32 POKE 50435,0: REM INFINITE
BOMBS
50 MERGE "": RUN
```

JOE BLADE III

I particularly liked this routine because of the way it works out whether you're loading the 48K or the 128 game.

```
10 CLEAR 5E4: LOAD ""CODE
20 IF PEEK 23296 THEN LET
A=65273: POKE A,218: POKE
A+1,9: LET X=11: GOTO 40
30 LET A=65226: POKE A,194:
POKE A+1,1: LET X=16
40 FOR F=23440 TO 23446
50 READ A: POKE F,A: NEXT F
60 RANDOMIZE USR 65024
70 DATA 175,50,X,148,195,0,138
```

HONOURABLE MENTIONS

Ian Crome of Norfolk sent in a *Dizzy III* routine, but it tried to load into the ROM. Cheers anyway, Ian! And **Peter Furness**, to disable BREAK you simply need an IM2 routine to trap the ROM error routine. More next month...

IDIOT'S GUIDE

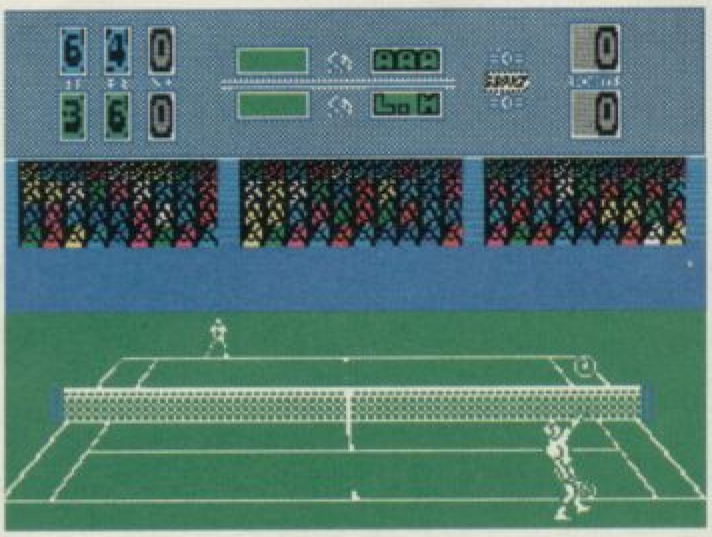
A few of you have been typing in the listings then typing LOAD "". What you do is tap in the listing, RUN it and it'll load the game for you. If certain lines have comments on them you can delete them if you don't want the effect they have on the game.

TA-TA

Hopefully, this month's listings will have survived the cross from my Amiga to Andy's Mac. If not, I'll be out of a job! Send any bits you've done (plus any nagging little queries that are driving you up the wall) to me, Jon North, at Practical POKEs, *YS*, 30 Monmouth Street, Bath, Avon BA1 2AP. There are free badges up for grabs! Anyway, I'm off to get some sun now, so I'll see you next month. Bye!

sport simulator

NOURISHING TIPS



PASSING SHOT

shoot 'em up

NOURISHING TIPS



MR HELI

adventure

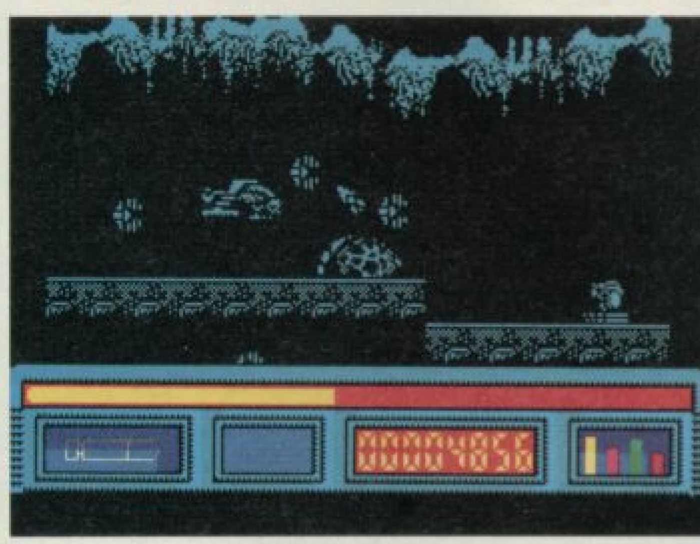
NOURISHING TIPS



CASTLE MASTER

shoot 'em up

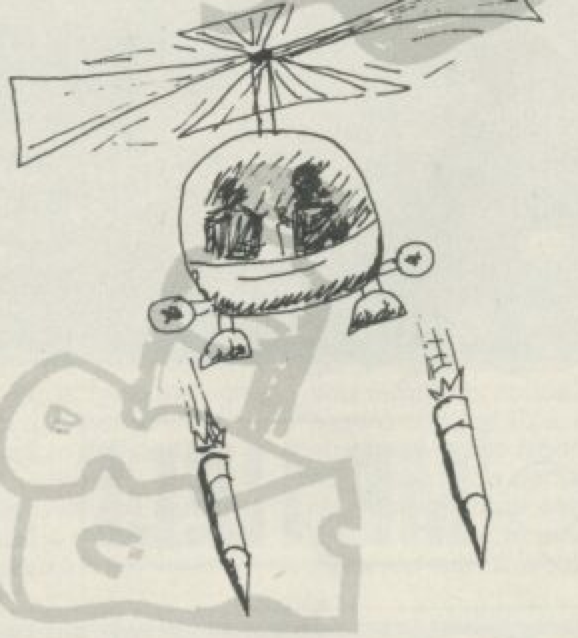
NOURISHING TIPS



X-OUT

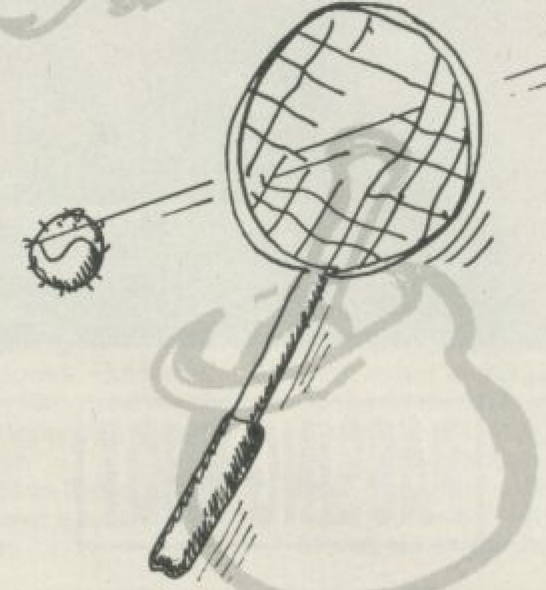
Mr Heli
By **James Reay**

Here's a cheat and a half for you. It usually works on my +3, but it should work on other Speccies as well. Load the game as usual and press Fire to start, but once you're playing press Zero and then Enter twice. After that, resume play and you'll have infinite lives.



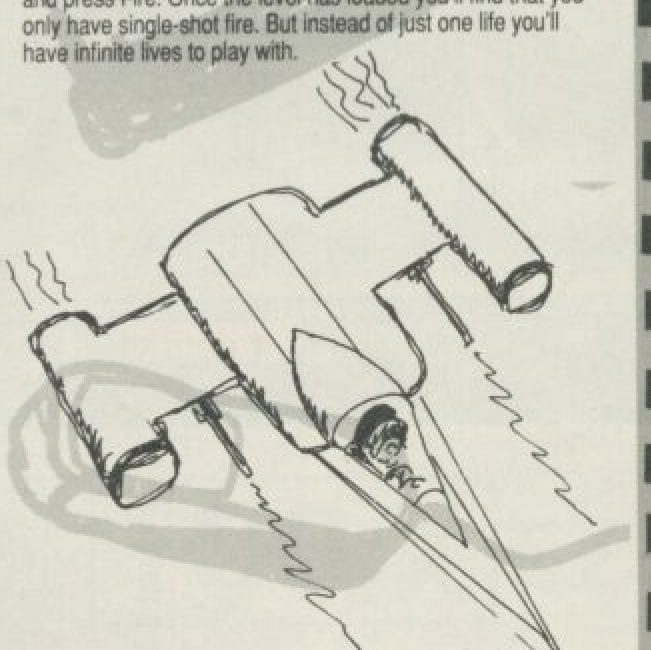
Passing Shot
by **Mark Reay** and **Rik Sparks**

Fair play? Who needs it, eh? The trick in this one is to wait 'til it's your service (in singles) and then throw the ball up and push the joystick left (if you're serving from the right). The ball will bounce in every time, and your opponent will never reach it! But it's not exactly cricket though, is it?



X-Out
by **Chris Reece**

Infinite lives? Here's how, the POKE-free way! Load up the 'shop' section. When choosing a ship, go to the top ship and press Fire. Take the ship so that it is placed on top of the arrow pointing down and press Fire. Go to the *X-Out* sign and press Fire. Once the level has loaded you'll find that you only have single-shot fire. But instead of just one life you'll have infinite lives to play with.

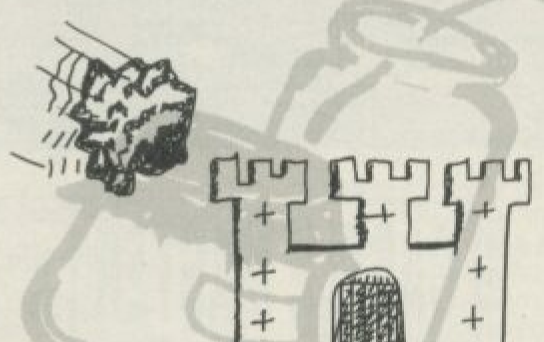


Castle Master
by **Marcus Taylor**

I've discovered something rather weird. It's a sort of cheat that's handy for people who can't be bothered to walk to a doorway (in the game, that is). All you have to do is fire a stone at the desired doorway and magically you will appear on the other side of it. This works anywhere except past the 'Dragon Lair'.

I've also put together a few tips to help you on your way...

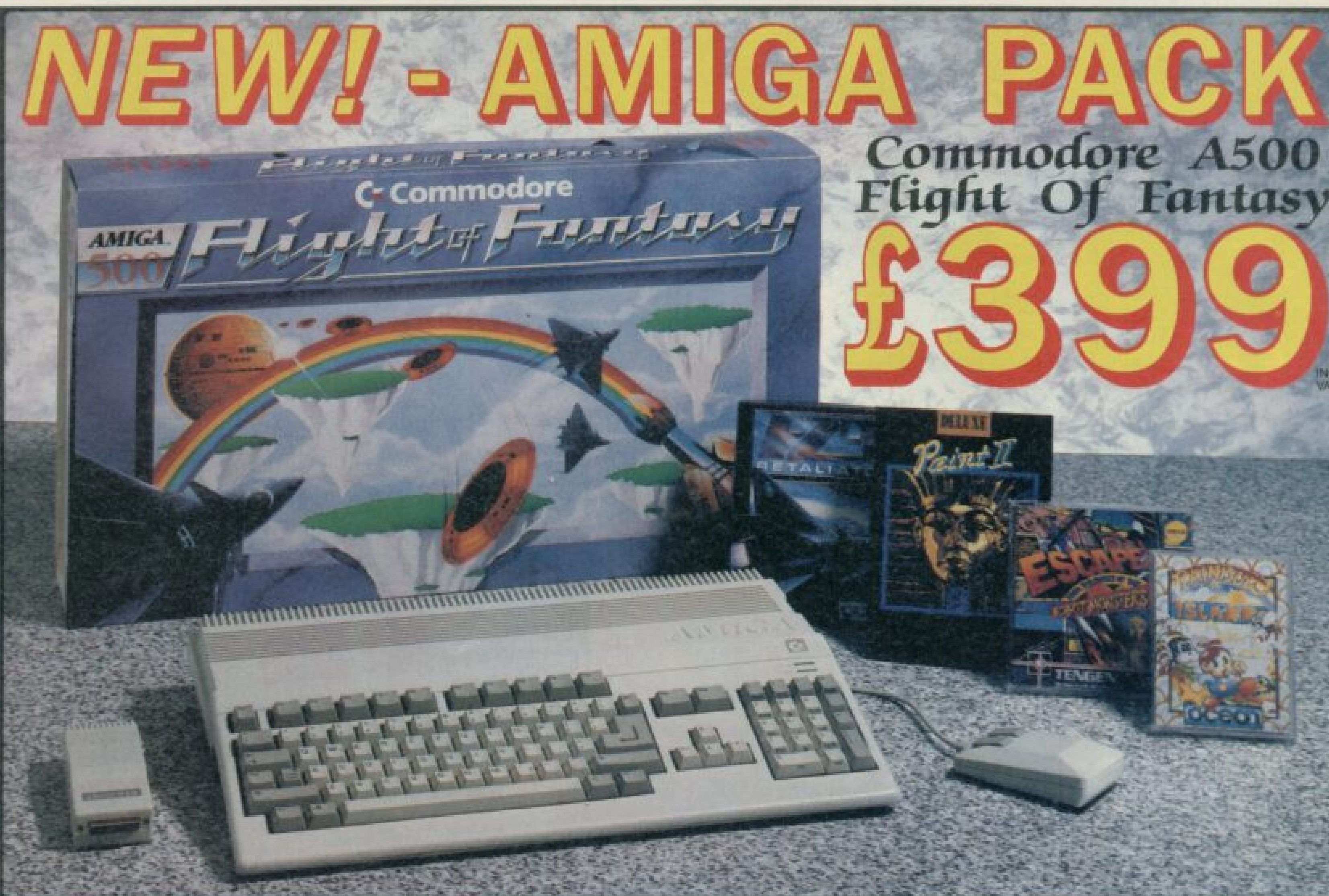
- Fire a rock at the fireplace in the kitchen and you'll appear in the larder where food can be found.
- Fire a rock at the flag in the courtyard and... (well, I won't spoil the surprise!).
- Enter the library and go to the bookshelf. Aim your pointer at the book on the left, press A and a secret door opens.



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VENDETTA

System 3/£9.99 cass



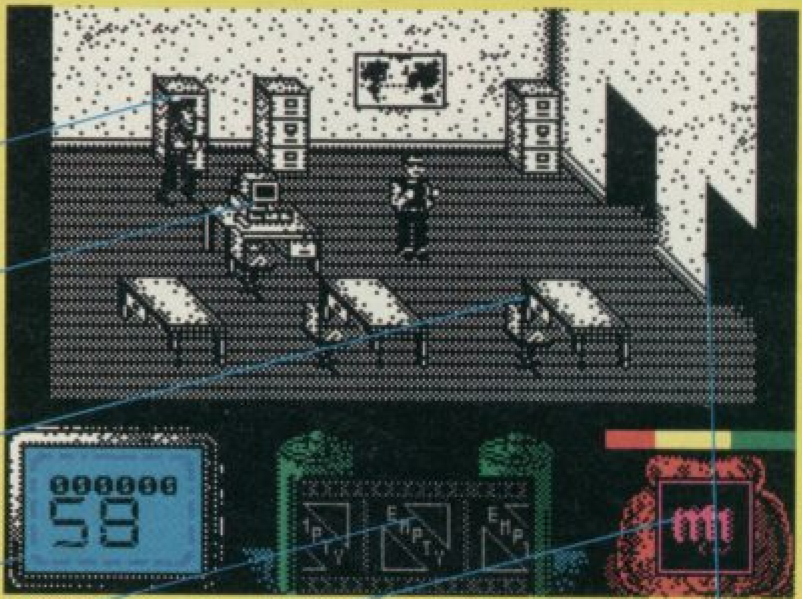
Rich From the limited amount of info I had to go on when I first got this I really expected to be confronted by some sort of beat-'em-up. And what d'you know, I was right. And then again, I was wrong. Let me explain...

Vendetta is a beat-'em-up all right, but it's also a driving game and a bit of an all-round puzzler as well. In fact, it's not unlike a bizarre cross between previous System 3 mega-hit *Last Ninja* and one of those poxy drivey-shooty *Roadblasters* things. We'll take a look at how it all works in a minute, but first try and imagine if you will that you've been presented with this game (as I was) without any accompanying instructions or even a plot scenario. We'll load it up and start playing it together, and see what we make of it.

Okay, it's the first level, and we seem to have been dumped miles from nowhere (if not closer) in some sort of warehouse affair. We've got a knife on us which we can use if we have to, though once you realise everybody else is armed to the teeth with guns and things it suddenly seems a tiny bit useless. Eek! (Let's switch from 'us' mode into 'you' mode at this point – I think it'll be much easier for both of us.)

Right. Luckily, you're bound to find your own gun and bullets sooner or later (although in my case it was later, probably due to the fact that I'm terminally crap) though the odds remain still very much stacked against you. "But (but! but!)," you're probably asking, "what are you doing in the warehouse in the first place, eh?" Good question, and one I can answer only by cobbling together pieces of the plot I've picked up as I've gone along. Eventually I came up with the following fiendish scenario...

Y'see, there are some terrorists, and they've kidnapped this girlie 'cos they want her dad, a nuclear scientist, to build them a big missile to play with. It's your job to rescue the girl, stop the professor from handing over the missile to the terrorists and then, um, kill them all (or something). Easy. (Not that you really pay much attention to this though. Nope, you're far too busy scampering all over the shop causing a bit of a riot, you scamp!)



This baddy's armed with a gun. Simply scamper on over to him and wack him a few times. (Even better still why not chop him up a bit with your knife?!)

Should you find a video tape anywhere then why not slip it into this recorder?

Pressing Fire when you're over a drawer will open it. More often than not there's a useful object in it too.

Your energy and the time you've got left.

This shows you which objects you're carrying. Except, erm, you're not actually carrying anything at the moment.

Your current method of attack – a fist full of fives. Yeeeah!

To get onto the next level you'll have to find the weapons card and the car keys. Try going through here and having a peek under the table. Hmm.

What this all really boils down to is lots of puzzles of the 'how do I work out how to get onto the next level?' variety. For instance, your first task is to suss out how to use the car you find at the end of Level One (and no, I'm not going to tell you). As you work your way around loadsa buildings (and some vast outside areas too) you keep coming across variations on your basic 'open drawers and boxes to find lots of objects and keep them to use whenever necessary' puzzle thingy, just like you had in the two *Last Ninja* games in fact. Like those, everything's drawn in a sort of 3D where you can walk back into the screen by pushing 'Up', if you see what I mean (although I doubt that you do).

Generally these arcade adventure/beat-'em-up sequences are quite good – the puzzles aren't too taxing (but not too easy either), graphics are clear (if a little monochrome) and it all fits together very nicely, thank you. As well as different puzzles to figure out, each level has pieces of evidence to collect. Sooner or later on your travels you're bound to get stopped by the fuzz, who'll abruptly nick you if you haven't collected enough of this evidence stuff to prove you're not just some crazed loony who's running around killing people (though you are) but are in fact a man with a mission. You've been warned.

As a beat-'em-up it's all a bit limited, mainly because there's a slight restriction on the number of moves available to you (one, actually) and the number of baddies that can appear on-screen at any one time (erm, about one as well), so it's a good job they've provided lots of other stuff to do as well, isn't it?

For instance, every so often you'll find yourself sitting in the front seat of a Ferrari in the 'bonus' driving game bit. Here you simply drive around a bit *OutRun*-style, and, providing you got your weapons card on the first level, shoot at anything that gets in your way (à la *Roadblasters*). Okay, I admit that it's not exactly the best driving game (or shoot-'em-up) in the history of driving games (or shoot-'em-ups) but it provides some light relief from all the frenzied puzzle-solving of the main game, so who's complaining?

And there we have it. It's not all that often that someone tries to combine lots of bits of lots of different games together in one like this, and when they do it's rarely that successful (anyone remember *Beverly Hills Cop* from a few months ago?). But I have to say that here they seem to have pulled it off quite well. The separate bits don't perhaps interact with each other as much as they should (the driving sequences particularly seem a bit like a fish out of water) but generally it all hangs together quite well.

Buying *Vendetta* just for the beat-'em-up or the driving bits is not a good idea, because they're both a bit crap taken on their own (try two budgies like *Renegade* and *Overlander* instead). However, if arcade adventures are your style then this could well be worth a look – it's fun, it's playable and it's got that little bit extra too. Not perhaps a game that really grabs you and won't let go, but I quite liked it. I really did.

(Now please excuse me. I've just realised that it's only two weeks before my GCSE exams and I haven't done any revision yet. Yikes!)



That's you with the macho sunglasses. Look out – there's a baddy to your right. No, your right! RIGHT!!!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
82°	60°	76°	77°

DIAGNOSIS

It's a beat-'em-up, a driving game, and an arcade adventure! And it's quite good too.

76°

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YS ADVE



I am a young Spanish adventurer. No, not me, you fools – I may be young (ahem) but I'm not Spanish. That's **Carlos Sisi** speaking, all the way from Malaga too. And what intelligent things he says, like the fact that he's been buying *YS* for its excellent adventure section for several years now. What a sensible senor. Carlos says that during that time the Spanish adventure scene has mainly centred round English titles, with classics like *The Hobbit* being released, though there have also been a few great Spanish games such as... are you ready for this... such as *Alicia En El Pais De Las Maravillas*. Which, roughly translated, means *Alice In Wonderland* to you and me.

But then, Carlos says, the great day dawned when a company called Aventuras AD released the Spanish version of Gilsoft's *PAWS*, which changed the whole adventure market. "Now we have fanzines, an important club, articles in professional magazines and things like that. There are, at last, adventures written by Spanish programmers, such as *Carvalho*, *Megacorp*, *Jabato* (which is a bit like *Judge Dredd*!) and even the *Aventure Original*, a conversion of the original *Colossal Cave Adventure*." Sounds terrific, as long as your adventure club isn't run by a Senor Mueller. One of Carlos' own adventures, *Las Cavernas De Fafnir*, is being sold via a fanzine, and he says some of the Spanish adventure writers are even thinking of writing an English adventure and selling it to us. What a cheek! But what Carlos finally says will be of interest to all you adventure writers out there. He reckons there's now a great future for the newborn Spanish adventurer, so why don't British companies sell their programs there? "We want them, and we would buy them," he madly promises. I've asked Carlos for a few addresses of those who might be interested in publishing your games, but if in the meantime you want a bit more direct information contact Carlos Sisi at Plaza Mayor 4-1B, 29720 La Cala del Moral, Malaga, Spain.

Right, after that visit to sunny Spain, back home to sunny Bradford! To be exact, reader **Jason Nicholls** lives in Idle, near Bradford, which sounds like the kind of place I'd like to live. "*Mindfighter* has got to be one of my all-time favourite adventures," quoth Jason," but after many days of playing I've only managed to gain 12 points. Can you help with a few things?" No probs. How do you befriend Robert? MIH ERONGI. What's the dead rat for? TI ERONGI. What do you do with the blanket? TI RAEW. Can you gain entry to the sailing vessel? Yes you can, if you first SETARC EHT OT OG, and then ELGAE NA OTNI EGNAHC. Jason also asks where the Orb is in *Custerd's Quest* – EERT A PU TSEN A NI.

Simon Coldwell of Houghton-le-Spring (boing!) has just bought all of Linda Wright's games from Zenobi, the fool, and of course is now stuck in the lot of them. The main probs? How to stop Jack Frost taking the objects in *Cloud 99*. NAC YARPS. That sould stop Tom Frost... oops, I mean Jack Frost from pinching your objects, which could be painful. He may come back later and take the odd item, but nothing vital. In *The Jade Stone*, what do you do with the logs? HSRAM SSORC UOY PLEH OT MEHT PORD. The meat? ERUTLUV OT TI WORHT. The trinkets? NERDLIHC TO EVIG (but that's not essential).

Lots of baffled beings, like **Alan 'Yo' Thorpe** of County Dublin and **Matthew Matthias** of Bangor-on-Dee, have written in with a few tips but even more questions on the recent Cover Tape game, *A Harvesting Moon*. To keep everyone happy I've done a solution to that game. Well, to be honest I haven't done it yet but I will before we get to the end of the adventure section. Meanwhile, Matthew says "Not to blow my own trumpet but me and my mate are brilliant at designing adventures but we can't program and can't

Dave Ledbury's a smartie-pants. He's found a way of promoting his magazine, *Advanced ZAT Programming*, and helping charity at the same time. How could I resist? Dave says that for every *YS* reader who orders a copy of the first issue he'll donate 10p of the cover price to a charity of my choice. Okay, Dave, send the dough to Action Aid, Hamlyn House, Archway, London N19 5PG – they're a super little organisation through which you can 'adopt' a child from the third world, paying a small monthly contribution to his or her welfare. But, as with all charities, they're constantly on the look-out for money to keep the thing chugging along so that's what your 10ps will be going towards. Readers should stress they're ordering through the mention in *YS*, and send 60p plus a stamp to *Advanced ZAT Programming*, PO Box 488, Tweedale, Telford, Shropshire TF7 5SU.

And what will you get for your money? A nifty-looking fanzine that includes two pages of advance programming techniques using *GAC* and *PAWS*, and loads of comic strips – no, not Bernard Manning taking his underpants off. What a thought!

Two letters in the same month from readers keen to help play-test your adventures for you. They just want free advance copies, they don't fool me. First checking chappie is David Aitken of 114 Monkland Avenue, Kirkintillock, Glasgow G66 3BS, who asks for a copy of the game (natch!), a map, solution and sae. In return he'll send an in-depth report, list of bugs found, suggestions for improvements and his own rating of the game.

Gareth Pitchford offers a similar service from 45 Underwood Drive, Whitby, Ellesmere Port, South Wirral L65 9BH. Gareth asks for the same information and he'll provide a detailed report on the game, plus advice of changes to be made, and he'll also write introductory texts or plots if required.

Les Floyd is looking for adventures to publish on a label he's hoping to set up called Armageddon And Cream. Les has written a couple of games himself, published by Zenobi (*Pawns Of War/The Infiltrator*), and now, crazed by power, wants his own software company. If you're looking for a publisher for your adventure, consider sending it to Les at 37 Millriggs, Corby Hill, Carlisle CA4 8QP.

NTURES

by MIKE GERRARD





afford a utility (awww!). If there are any utility owners out there willing to help out then they can savour the eight games which make up the *Master Of Dreams* saga, and hopefully turn them into proper adventures." Interested parties should write to MM at 12 Haydock Road, Bangor-on-Dee, nr Wrexham, Clywd LL13 0JD.

Jon Lemmon's lepping up and down with excitement, as he's just discovered a PIE! What is it – apple, rhubarb or blackbird flavour? None of those, it's a Player Interactive Externs program. Jon's adventures, published on his own Compass label, have always used external commands to terrific effect, mainly sound and graphics effects. Now he's hacked into *PAWS* and after weeks of intense POKEing (he says) has come up with PIE, which allows him to break out of the *PAWS* control and introduce simple arcade-game elements into an adventure. He sent me a demo to show what he means and it is indeed exciting stuff. For the full effect, you'll have to wait for the relase of the next Compass game, *Invaders From Planet X*, due out any day now (almost).

I've just been chatting to Tartan **Tom Frost**, the man with the musical sporran, and he tells me that the response to the 'free' adventures offer the other month has knocked him for six. Apologies if some of the orders took a few days to turn round but he was expecting the offer to be published in March, rather than in the March issue (out in February), so he was caught with his kilt down. In the first few weeks he sent out over 1,000 free tapes and the coupons were still flooding in. The offer was for a tape containing Tartan Software's *Prince Of Tyndal* and the first part of Zenobi Software's *Jekyll And Hyde*, and all for the cost of 40p in stamps to cover the postage. If you missed that issue repeat after me – "I am a moron and will never miss an issue of *YS* again." Now send for the back issue and give Tom a bit more work to do. It'll stop him working on the follow-up to *The Gordello Incident*, and from what I've heard of its complex storyline that's just as well.

Finally, several readers have mentioned that they've tried ringing the Guiding Light adventure helpline, which I mentioned a while back, and were surprised to be asked if they wanted Guiding Light or the Gay Chatline! Whoops! That came about because the Guiding Light people were asked if they'd mind sharing a line for a while, and as it was cheaper they naturally agreed. What they didn't know was who they'd be sharing with! Everyone was quite amused by the whole thing, but it could have caused problems if you asked questions to the wrong one. Imagine asking if they've found the Magic Ring yet. It reminds me of some strange looks I've had in pubs when talking adventures with friends. I suppose it is a bit odd to overhear four grown men discussing how to rob a bank or kill a princess. I'm amazed no-one's been reported to the police before now. Still, the latest news is that as you read this the Guiding Light will have its own exclusive phone number back again, so if you've any adventuring probs just give them a call on 0898 338939 or write to PO Box 54, Southwest Manchester M15.

Colin Joyce of Tilt Software has written a utility you might just be interested in. It's got the snappy title of *20 Character Sets*, and I bet you'll never guess what it does! Oh, you guessed it, you must have cheated. Yep, Colin's prog gives adventure writers and other programmers 20 different character sets with full instructions on how to load these into your own programs. The cost is a reasonable £2.99, and it'll be followed by other utility programs that Colin's been working on recently. Cheques and postal orders should be payable to Colin Joyce and sent to 14 Trasna Way, Lurgan, Craigavon, County Armagh BT66 8DL.

THE MISER

Now what the Dickens is this? An adventure based on *A Christmas Carol*, that's what, released with impeccable timing (ahem) by the ever-reliable Jack Lockerby. But is it a Christmas cracker? Well, it ain't bad, even though I don't quite relish playing the part of Scrooge, being, as it is, the exact opposite of my generous self. Who said "Bah, humbug"?!

I said it, that's who, and I said it in response to the miserly packaging that comes with this game. I mean, you don't expect glossy colour posters, but you should get a little more than a playing guide that's only 13 lines long. It gives only one useful command, TALK TO SHOPKEEPER, and doesn't even have loading instructions. Suppose you're a newcomer to computers and adventures? It's bad enough when games say "Accepts the usual adventure commands", but I'm always getting mail-bags of letters from players asking how they're supposed to know what these commands are when they've never played an adventure before. So come on, Indies, pull your fingers out – photocopied playing instructions and commands only cost a few pence.

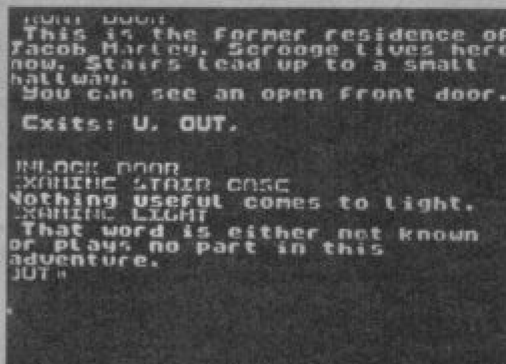
Frustratingly, *The Miser* is probably best suited to novice adventurers, as many of the problems in it are relatively straightforward. It's not that the experts won't like it as well, as it's very enjoyable to play. The author's to be congratulated for producing an entertaining game from a book that it wouldn't have occurred to me to use for inspiration. Reading the book won't help you much, it's the characters and Christmas spirit that *The Miser* calls upon. You play Scrooge and have to complete 12 good deeds before the end of the game, and then go to your nephew's house and claim your reward. You're even told what the 12 deeds are, such as feeding some hungry orphans, finding coal for an old lady, getting a dog for Tiny Tim, a turkey for Bob Cratchit's wife, and so on.

I thought the Cratchits were meant to be 'umble and poor, good folks and all that, but they've all the bustlety of a money-grabbing bunch of yuppies when you visit them! Tiny Tim wants this dog, Martha wants a book, Peter wants a job, Belinda wants a fiddle... good grief, a clip round the ear's what they want, though that wouldn't make for much of an adventure I suppose. You discover all this if you SLEEP at the start of the game, when skeletal hands grab you and take you out into the Christmas streets and force you to visit the greedy Cratchits.

Back in real life, there's a whole townful of places to explore, including taverns and tobacconists, butchers and churches. There's also a neat time-travel idea that allows you to go off 'exploring' with the Ghosts of Christmas Past and Christmas Future. At one end of the street there's an exit that takes you FORWARD in time, while at the other end you can go BACK to your childhood and see yourself growing up. The FUTURE option shows you the outside of Bob Cratchit's house, with a wreath nailed to the front door. Oh dear. Better get back to the present and sort out the probs.

Feeding the orphans isn't too hard, provided you can get past the headmaster (ex-Dotheboys Hall) who blocks the front door. Maybe his beery nose and bloodshot eyes are a clue. There's also a dog behind him. Just the thing for Tiny Tim, I thought, but as soon as I got in the dog got out, the wretched hound.

Further along I found a bump in the road or as Inspector Clouseau might say, a bermp. It doesn't do anything, just seems to sit there looking... well, bumpy. I found a few bugs as well as bumps, one being that when



Bosh bosh bosh shoom shoom wallop! Looaaadsamoneeeeeey!!

you unlock your front door you're given a message about junk, which in fact should only come up when you're in the junk yard. It also seemed a bit odd that when I examined the roses round a cottage door I was told that I'd pulled out a spade! What? Must have been a pretty big rose bush! Never mind, a spade comes in very handy for digging, and I remembered a place where that might be possible. I found me a bone. Easy, I thought, now let me get to that locked gate with the growling, slavering beast of a dog behind it and give it the bone and I'll get past it and... botheration, the dog won't take it. Drat and triple drat, the author saw me coming.

That makes two dogs in the game, which is appropriate as it's been written using *PAWS* (boom-boom). Jack Lockerby knows his way round this utility, apart from the few hiccups which are probably all now corrected. The screen layout's clean, with a location description at the top and scrolling messages and responses underneath. No graphics, no surprises, but a good solid adventure from our mutual friend, Jack Lockerby. If you're facing hard times in a bleak house then buy *The Miser*, and as long as you don't have great expectations you won't be disappointed.

Title .... *The Miser*
Publisher .... Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX
Price £2.50

GRAPHICS	□□□□□□□□□□	8
TEXT	■■■■■■■□□□	
VALUE	■■■■■■■■□□	



A HARVESTING MOON
THE SOLUTION

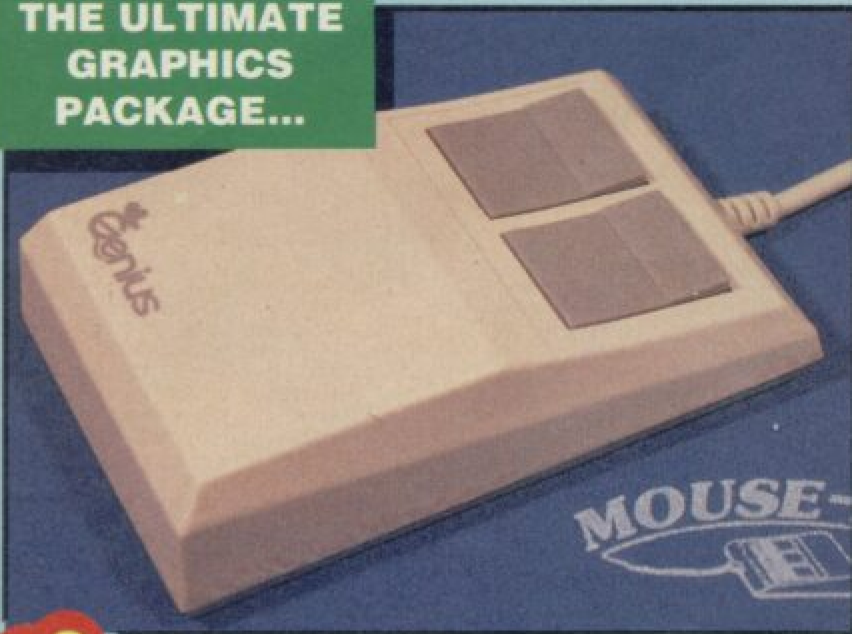
At a rough guess I reckon at least 37,917 people have written in asking for help on our recent free Covergame adventure, *A Harvesting Moon*. Time, therefore, to provide all you poor suffering souls with a solution to the game, to cut out 'n' keep, or roll up into a ball and stuff up the milkman's trouser leg (whichever you prefer).

OFFICIAL *YS* HEALTH WARNING
Reading a YS solution can seriously damage your adventure playing, so only read on if you really want to know...

Go north, get the skin, east, drop the skin, up, get the hat and wear it. Down, west, south, south, down. Pull 50 (three times), up, north, buy ticket, west, up, west, open green, turn on, down, east, get bones, west, up, open door. East, down, east, south, south, east, north-east, north, north, drop the bones and get the dolly. South, south, south, east, search the bins, get the oil and bang the coach three times. South-west, press button, get and wear sandals, out, north-east, west, west, west, north, west, up, west, open blue, south, press green, north, open red, examine man, west, open brown, get rope, west, south, press blue, north, east, north, tie rope, down, swing three times, get shield, up, untie rope, south, west, throw rope, up, get the spanner, down, pull rope, east, east, south, south, east, oil door, open door, get the sword. South, west, north, north, east, north and drop the ticket, dolly, oil, rope, spanner and shield. Go up and wave the sword 'til you get a result. Go down and get all except the oil. South, west, south, south, east, open door, up (seven times), undo bolts, north, tie rope, down, swing (five times), west, south, south, attack gargoyle (four times), north, up, south, down (seven times), south, west, north and search the masonry. Get the sphere and examine it, say SATAN, get the sphere and examine it again. East, north, north, look eyes, south, south, east, south-east, south, south, south, east, south-east, south-east, south, east, north and get the mistletoe. South, west, north, north and when you hear a voice you should FOLLOW VOICE a few times 'til you're out of the maze. Then go north-east, north, north, east, north, north, jump, west, get the mirror, east, north, up, get and wear the cloak, examine the mirror, east, east, south-east, north, west, west, north, north, west, up, west, open green, down, east, south-east, squeeze the sphere, south, get the hair, north, north-west, west, up, open the door, open blue, south, press green, north, south-west, south, east, get the walnut, east, north, north-east, south, press blue, north, east, east, south, south, east, down, west, north, east, north, north, squeeze the sphere, up, get cross, down, south, south, west, south, east, up, west, north, north, west, north, north, east, down, in, get tear, squeeze sphere, out, up, west, south, south, west, south, press white, north, east, open green, down, east, east, east, east and drop the sword, ticket, sandals, spanner, sphere, mirror and hat. Go north, west and finally south-east.

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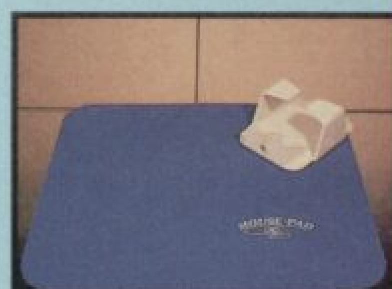
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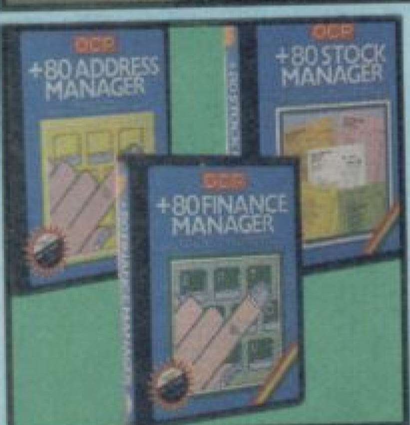
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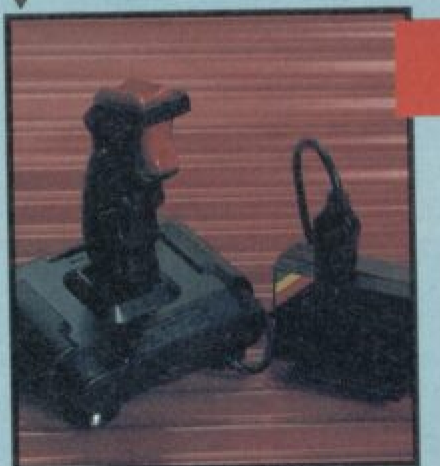
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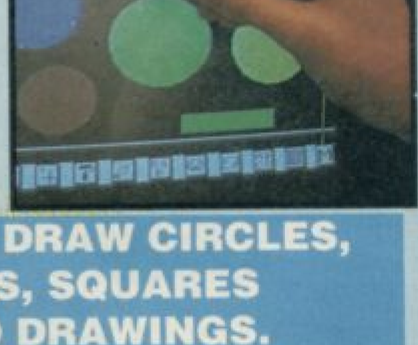
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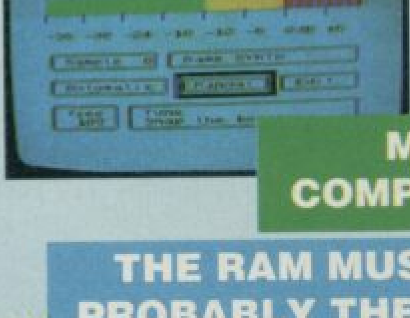
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Ocean



The most recent mega-hit from Ocean, *Rainbow Islands* is the sequel to *Bubble Bobble* and one of the most addictive games ever released. A must buy (so even better that it's free!).

YS Final Verdict... 94°

"If you hate cute platform games you'll loathe it, but if you like them you'll think it's the best game you've ever played (or as near as dammit)." Matt Bielby

LORDS OF CHAOS
Blade



A gigantic, varied and well-presented strategy game, *Lords Of Chaos* will appeal even to the most hardened shoot-'em-up fan, while D&D fans, sword-and-sorcery nuts and strategy enthusiasts will absolutely lap it up.

YS Final Verdict... 90°

"A whopper of a game... Loads of depth, pretty easy to get into and nicely presented." Davey Wilson

SPACE HARRIER II
Grandslam



The brand-new sequel to one of the biggest coin-op conversions ever, *Space Harrier II* is a stunningly fast and playable 3D shoot-'em-up.

YS Final Verdict... 85°

"Addictiveness is the name of the game... frantic 3D shoot-'em-up action all the way!" Duncan MacDonald

FIENDISH FREDDY'S BIG TOP O' FUN
Mindscape



A pretty and amusing multiload based on circus events, *Fiendish Freddy* will have you laughing on the edge of your seat!

YS Final Verdict... 80°

"I really liked Fiendish Freddy – the graphics are brilliant and amusing, there's nice sound, lots of variety and a copious dollop of gameplay." Davey Wilson

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LOADS OF MIDNIGHT HELP

One of the classic adventure games that belongs in every collection has got to be Mike Singleton's *Lords Of Midnight*. In fact it probably *is* in most people's collections, judging by the questions I still get asked about it. It was of course first released in its own right and then as one of the games on the compilation tape, *The Best Of Beyond*, which explains why a fair number of people have got it... and got stuck in it.

It's not the easiest game to help in, as it's more strategy than adventure, and it's also darned difficult to map. Well it was, but a very talented *YS* reader has drawn up a map of the game, and believe me it's berilliant! Unfortunately it's far too detailed to reproduce in the magazine, as lots of the detail would get lost if we reduced it even a little to fit on the pages. As it is, it's A3 in size, which means about the same as a double-page spread in *YS*. You'll just have to take my word for it that it's a beautiful piece of work, not only good to look at for its own sake but incredibly useful to anyone playing the game.

In fact, you won't just have to take my word for it, as the reader, David Rademaker, is selling the map at cost price to anyone who's interested. It's done on good quality thick glossy card, laser-printed, and the cost is just £1.50, which includes postage to anywhere in the world. For £3 there's a full colour version available, though I've only seen the black and white one myself. Either version comes rolled in a sturdy cardboard tube and I've a feeling many of them will end up framed and hanging on people's walls. Just fill out the coupon at the bottom right-hand side of the page. You won't regret it – the map is a work of art.



MIDNIGHT TIPS

Everyone who buys a *Midnight* map from David will get a free sheet listing the characters you'll meet in the game, where they can be found, and info about their personalities and how you can defeat them. David's happy to share this with people who don't necessarily want to buy a map, so I'm reproducing the information here, but without the map references showing where the characters can be found.

The Lord of Gard With his many riders you can find him in his citadel between the Mountains of Torkren in the south-west of the land.
The Lord of Marakith Search for this noble Lord in his citadel, north-east of the Plains of Blood, at the feet of Kumar's mountains.
The Lord of Xajorkith This fierce, mighty and loyal Lord can be found in the south-east in his mighty citadel in the Plains of Corelay.
The Lord of Gloom Find this cowardly Lord in his citadel in the far north-west of the land, behind the Plains of the Lost and Rothoril's Forest.
The Lord of Shimeril South-east of the Plains of Blood, next to the Plains of Mitharg, you will find this Lord in his strategically very important citadel.
The Lord of Kumar Quite far from danger, this Lord rules in his citadel in the far east, near his mountains, overlooking the Plains of the Targ and Kumar.
The Lord of Ithrorn Guarding his citadel in the domains of Ithril, at the base of the Mountains of Droon he can supply you with fresh warrior troops.
The Lord of Dawn Above Corely's mountains, Lord Dawn overlooks his Plains and can act as a mighty outpost for Lord Xajorkith.
The Lord of Dreams This Fey Lord is enchanting the woods in his vast forest south-east of the enemy's citadels and defences.
The Lord of Dregrim Hidden between the forests, the citadel of the Fey Lord proves to be an ideal resting place in the far south-east.
Lord Athoril Between his hills in the east, he rides out and strikes the enemy fearsome blows in the open space.
Corleth the Fey One of the bravest men ever. This noble Fey starts his quest at the Tower of the Moon. Lords are pleased by his visit.
Luxor the Moonprince The bravest man ever. Just whispering his name alone causes terror among the enemy ranks. Leader of the allied forces, it will be very hard to win the War of the Solstice without him.
Lord Herath Guarding his keep, north-east of Marakith's citadel, he and his warriors are very vulnerable to enemy attacks.
The Lord of Shadows Find him in the forest north of the Towers of the Moon. Give him a fresh horse and he will ride out against the enemy.
Lord Mitharg Defending his keep below Shimeril's citadel, Mitharg is a brave leader and very liked by the other Lords.
The Utarg of Utarg Swift as the wind, this man rides out with his mighty riders and dyes the plains with blood. Approach him very carefully.
Fawfrin the Skuldrin The ideal spy. Smart, small and silent. Don't tire him too much and never send him alone fighting the enemy.
Lord Rorath Recruit this Lord in the extreme south, west and Thimrath's Forest and below the Mountains of Odrark.
Lorgrim the Wise A man with profound thoughts and a close friend of Rothro. Many a Lord is pleased by his visit and wise counsel.
Farflame the Dragon Lord The bravest war-beast ever. High in the sky, he can be very useful backing your troops or as a scout. Don't lose him!
Rothron the Wise His wise tongue has kept many a warrior from doom. Ideal for recruitment but don't lose him in battle.
Lord Trorn Hid in his keeps behind the Forests of Dregrim, he is defending the south-east of the land.
The Lord of Morning Between the mountains of Morning and Corelay, this warlord is very useful for defending your citadels.
Thimrath the Fey Fierce and foolish, swift in the woods. Recruit him in the extreme south but don't let him go hunting alone.
The Lord of Lothoril Recruit him as fast as possible in his forest in the north-west, as his keep is about to be stormed within the first days of the war.
Lord Blood In his keep in the plains east of the Forest of Shadows, he is very vulnerable, but command him and he will obey.
Korinel the Fey Living dangerously, next to enemy fortresses, he has to be silent if he wants to survive. Search for this Fey in the forest of Kor.
Lord Brith This Lord is defending his domain, below Mitharg's Downs. Let him defend your fortresses as he can be very afraid.
Morkin, Son of Luxor Not a great warrior, but very smart. He is your only hope if Doomdark is to be defeated. However, young as he is, he won't hide from the enemy.
The Lord of Whispers Hard to find in the forests of the far east, this Lord rules north of Kumar's citadel.
The Lord of Thrall A loyal and brave warrior, but with few men – don't let him go hunting alone.

NOTE Your starting location is at the Tower of the Moon in the Forest of Shadows, in the south-west of the map.

COUPON CORNER

WHY GET A TARTAN DO-IT-YOURSELF?

For the benefit of those readers who've written to me pleading poverty, saying they'd love to get an adventure-writing utility but they just can't afford one, here's the couponette you've been waiting for. You can now write you own adventures for less than four quid, and get a free adventure in the bargain.

So what's the deal, you breathlessly ask? Well, cuddly Tom Frost of Tartan Software developed his own adventure-writing system over the years, which was eventually published by CRL on their short-lived Alpha-Omega label as the Adventure Builder System. *Now Tom's got the rights back and is selling it exclusively to YS readers for only £3.95, and that includes postage, full instructions and a free adventure on t'other side of t'tape. The adventure's called* Green Door, *and was, of course, written using the system. It should give you an idea of what you can do. Tom himself has written umpteen other successful adventures using the system, and says it can be learned by anyone who can master BASIC.*

So don't just sit there with a brilliant idea for an adventure game pinging about in your brain-box, fill in el coupon and get writing.

TO: Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT.
FROM:

Name..

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I enclose my cheque/postal order/international money order for £3.95 for one copy of *The Adventure Builder System* plus a bonus copy of the *Green Door* adventure as available solely and only and also exclusively to that merry band of japesters collectively know as *'Your Sinclair readers'*.

Right, and here's your coupon for the map...

TO: D Rademaker, Palinghiuzen 90, 9000 Ghent, Belgium.
FROM:

Name..

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I enclose my cheque/postal order* for £3/£1.50 made out to David Rademaker for a colour/black and white* version of the *Lords Of Midnight* map, as offered in the finest adventure pages in Christendom (otherwise known as *YS*).
* Delete as applicable

YS BACK ISSUES

Gaping holes in your *YS* collection? Gaping holes in your knowledge? Or do you just fancy a darn good read? Whatever the reason, you too can join Speccy owners all over the world who've discovered that ordering a *YS* Back Issue (or two, or three...) is a seriously good idea. Just tick the form for the ones you want, bung it in an envelope (with some money) and send it off. It really is that easy.

1986

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1988

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1990

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FREE! FREE!! FREE!!!

Being the spontaneous and terribly generous people we are, we've decided to make you a bit of an offer. Order the complete set of Smash Tips (found in issues 32 to 36) and we'll give you a FREE binder to keep them all in! No, really! It's worth £2.99, and it's fabulously groovy. You'll see. Just tick the box at the bottom of the coupon...

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KENNY DALGLISH SOCCER MATCH

Impressions
£9.99 cass/£14.99 disk



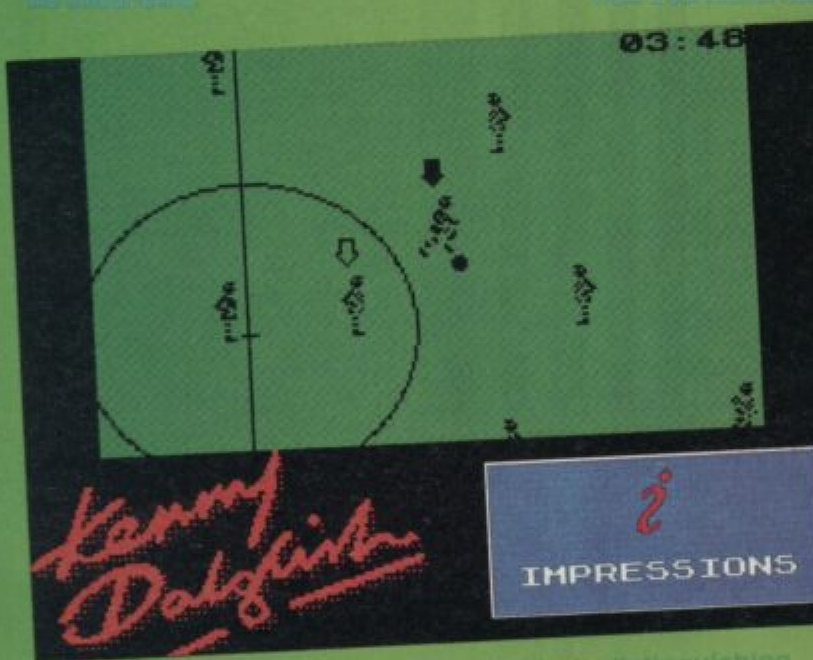
Kati In the world of football it's a well-known fact that Kenny Dalglish is magic. In fact, there are some who believe that there's absolutely nothing this stunning great giant among footballers cannot do. He's up there at the top of the first division, Scotland's most capped player ever, and a cracking good manager to [illegible] boot. At the end of the day he's just basically your all-round Mr [illegible], one of the greatest toe-pokers ever known to man.

[illegible]

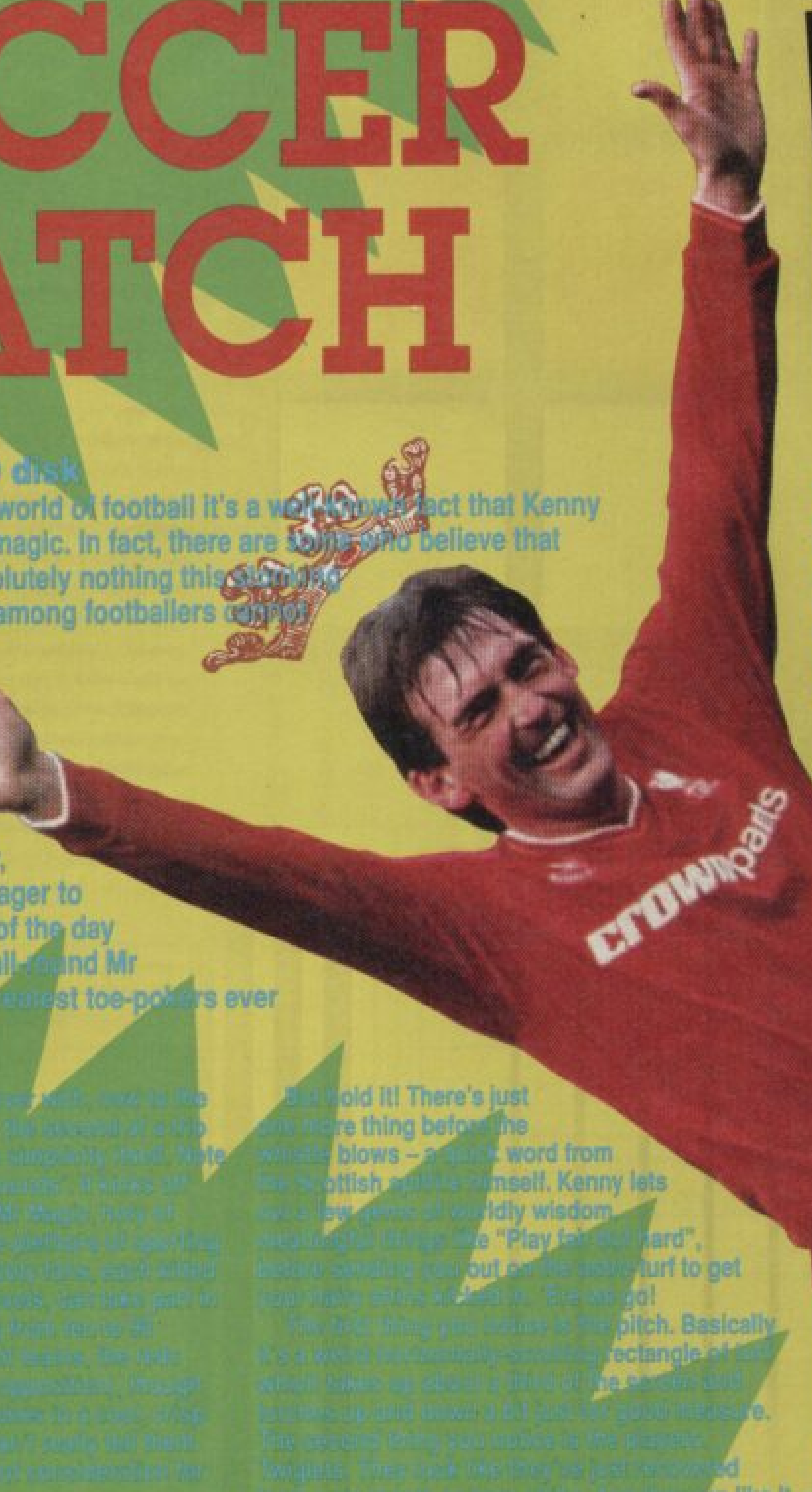
But hold it! There's just one more thing before the whistle blows – a quick word from the Scottish [illegible] himself. Kenny lets out a few gems of worldly wisdom [illegible] things like "Play fair and hard", before sending you out on the [illegible] turf to get [illegible] go!

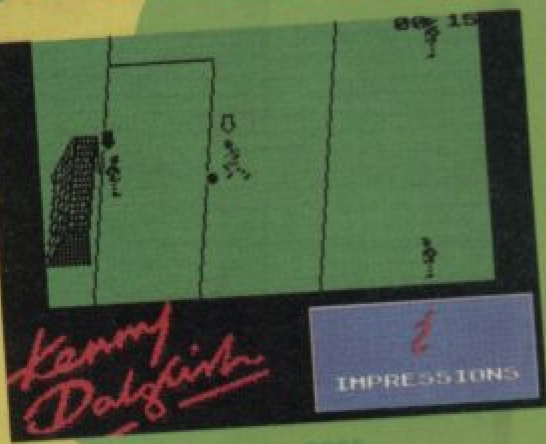
The first thing you notice is the pitch. Basically it's a [illegible] rectangle of [illegible] which takes up about a third of the screen and [illegible] up and down a bit just for good measure. The [illegible] thing you notice is the [illegible]. They look like they've just [illegible] from a six-month [illegible]. And they run like it [illegible].

[illegible]



Note the absence of the typical footballer's distinguishing marks. Not a designer perm in sight.





Dribble, dribble, pass, pass, GOOOOAAL!

that [illegible] even [illegible]. For a start the ball is a lot more [illegible] than the computer players. For reasons [illegible] known only to itself it occasionally [illegible] and travels so slowly [illegible] got time to [illegible] and catch it yourself. Very bizarre.

Aha, but there's still hope if you want to win. I managed to score three goals just dribbling up to the goal and [illegible] some once.

Like I said before, Kenny Dalglish is magic. "I [illegible] blessed," [illegible] once. So it's official, Kenny Dalglish is holy and everything he touches turns to gold. And from that I can draw only one conclusion: he never touched *Kenny Dalglish Soccer Match*!



I spy with my little eye a team wearing blue. (Well, I would if they'd bothered to splash out on a few different colours to identify the teams. Is this a lost cause or wot!?)

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
46°	50°	38°

DIAGNOSIS
A turkey which just about scrapes into the GM Vauxhall Conference. Top of the league stuff it ain't.

INSTANT APPEAL 44°

46°

SIM

"I (I), I (I), I... don't wanna play *Sim Citeeeee* (dum-dee-dum dum-dum)!" Which, of course, is a complete lie. In fact, the moment DUNCAN MACDONALD heard that Infogrames had sent us an 8-bit preview copy of his 16-bit fave-rave (well, one of them anyway) he started behaving rather oddly – dressing up in authentic mayorial regalia (complete with peacock-feathered velvet hat and gold medallion) and walking up to filing cabinets, waving his staff and hollering "I declare this drawer officially open!" It was all rather pathetic so eventually we gave in and threw him the game. That was two weeks ago. We still haven't got the office Speccy back...

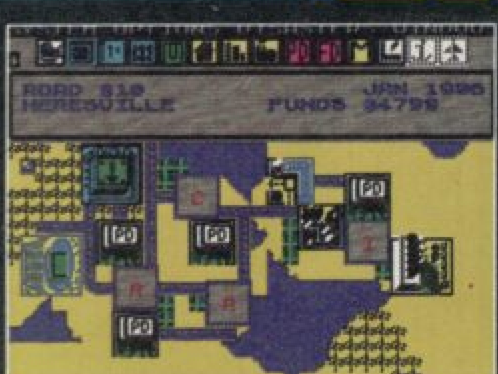
Pew, Pew, Barney McGrew...

Oh dear. You've caught me playing with my old Lego set. I'm building a little Lego town, you see. Hang on a minute, I've just got to finish the police station off... (Clickety sounds of a Lego police station being erected.) There. Finished. I deliberately didn't give it a door so they can't get out and harrass innocent drivers and things.

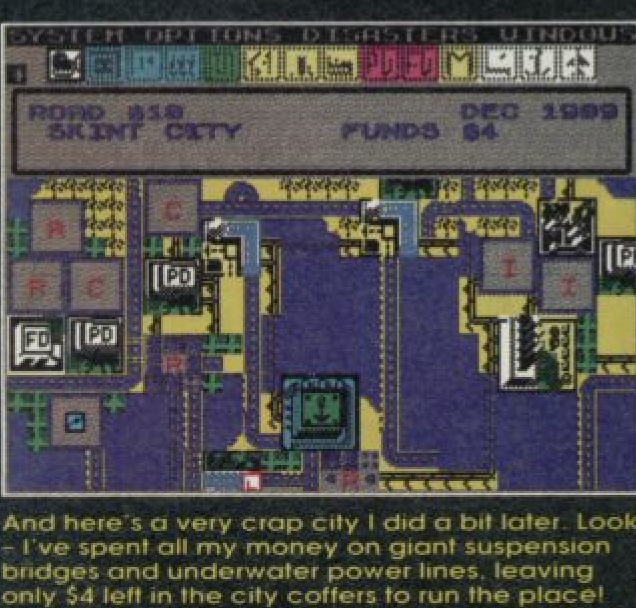
Right. There's the town. Now to tax everybody. Come on, come on, come on – pay up now, you stupid little Lego people. I've set the Lego poll tax at £3,850 per head, and anyone who doesn't pay will have to go to prison – very possibly to Legoland Strangeways. Eh? They're not paying. Come on, cough up or I'll smash in your houses. Right. That does it. (Kicking sounds as Legotown becomes individual Lego bricks again.) That's better! It was a crap town anyway. You just don't get any feedback from those silly little Lego folk. Ho hum. What to do now? Bored, bored, bored, bored, bored. Blimey, what's that? A cassette of *Sim City*? That brilliant Amiga game? A Speccy version? I don't believe it. *(It's true! Ed)* I think I'd better load it up post haste!

Two Minutes Later...

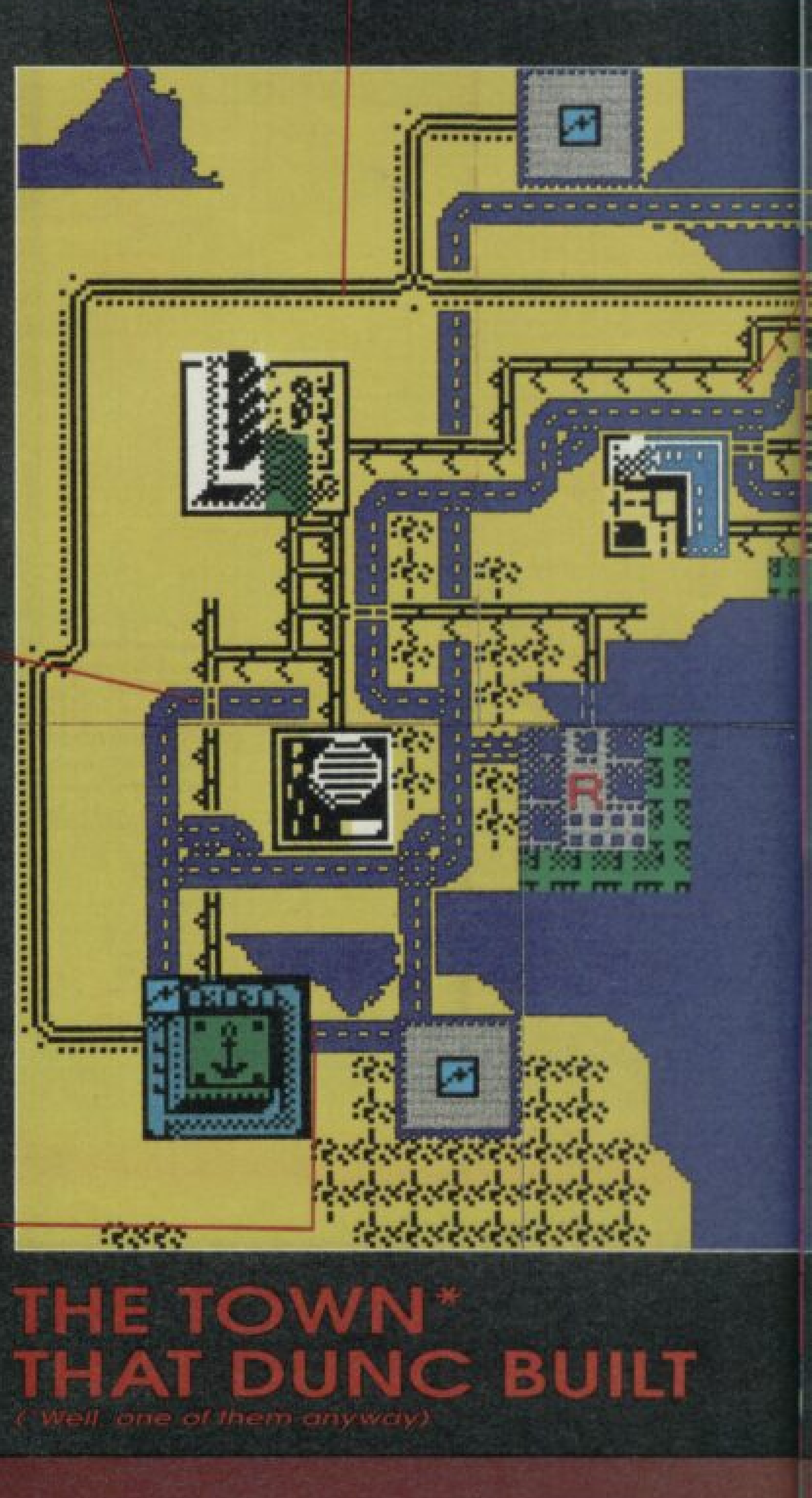
Cripes. It is *Sim City*. Oh, I suppose some of you won't have read about this game before, so I'd better give you an idea of where it's all at. Right – basically you have to build a city. You start totally from scratch with 20,000 quid and a randomly generated island scenario. What you have to do is plop down loads of houses for people to move into (it's all viewed from above). And when people do move in they're going to want jobs and shops and things, so you have to plop



Here's a simple city I did. It's got a sea port, a stadium, a power station, police stations – and not much else.



And here's a very crap city I did a bit later. Look – I've spent all my money on giant suspension bridges and underwater power lines, leaving only $4 left in the city coffers to run the place! Eek! All I can afford to do is a) bung up the tax rates and hope everybody doesn't leave (which they will), or b) bulldoze it all and start again.



I'm thinking of plonking my first nuclear power station next to this scenic lake in a minute. Unspoilt? Ha! Not for long!

Here's my really crap rail system. It joins an industrial area to a pathetic commercial area (which hasn't got electricity and contains no factories).

Aha! I had my pride and joy – an airport – right about here, but the trouble was that a lot more people seemed to be flying out than in. So I bulldozed it.

Oh. Not very many houses (or New Kids) on this block – but then it is right next to the salty container port (which I built inland a bit just to be crap).

THE TOWN* THAT DUNC BUILT

(*Well, one of them anyway)

CITY

them down too – ie commercial centres and factories. (Yeah, let's bung down loads and loads of factories.) Oh, and of course all cities (apart from Milton Keynes) have crime, so you'll need to install the old bill – and of course some fire stations. But none of this is going to work without power, so you have to install a power station too. Plop that down and you realise that you need to wire it up to all the houses, shops, factories, police stations, fire stations et al. So you bung down a load of telegraph poles, attaching everything to everything else. Oh, I forgot the roads. Can't have a city without roads now, can you – you need to get from A to B (and sometimes even from B to C). So, let's put some down then. Oh, what's wrong? Oh dear, I seem to have run out of money. That nuclear power station cost me 5,000 quid and I seem to have used too many factories at a 100 quid each. Yes, I seem to own, um, oh dear, 110 factories. Hmm. Maybe that was overdoing it a bit. *(I should say so. Ed)*

Sim City is a game where you have to carefully plan a city's expansion, and try to goad in as many people as you can. Where *Sim City* scores over a Lego City is that all the inhabitants do pay their taxes, you see. And the more people you have in the city, the higher the revenue you can scrape off them, which means you can build more things, goad even more people in, get even more lovely tax money and do the same again – and so on. But it's not as easy as I make it sound – not by a long chalk, missus – the inhabitants of *Sim City* have an irritating habit of moving out if they don't like what you're doing (the pests).

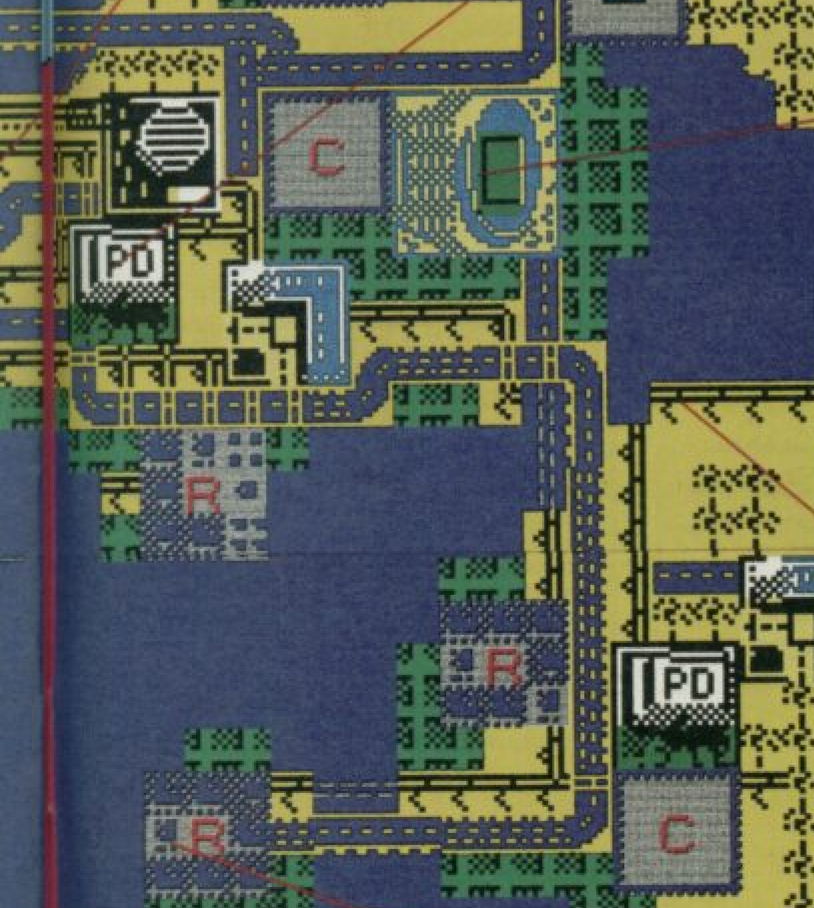
Koching It Up

Here's another sample game beginning, to give you an idea of how to be really useless at the game. We'll call this city Skint City, because I'm going to try to do everything on the cheap. (In fact it may come out looking a little bit like Birmingham.)

First of all I'll drop a coal power station in the middle of the island – coal power stations are cheaper to install than nuclear ones. Right, now I'll surround it with residential areas – very close to save some money on the power lines (I don't care about the pollution caused by the power station, you see). Okay, now I'll stick some factories next to the houses so I won't have to spend loads of dosh on long road systems for the inhabitants to get to work. Now one shopping centre next to the factory. Done it.

That's my little city. I'm not going to bother giving them anything else – no parks, no police stations, no fire departments, no football stadiums, no shipping ports and no airports. Hey, I'll whip the tax rate up as well – full whack sounds like quite a good number. Brilliant. I've got 1,5000 quid left. Right, into a Swiss bank with that then, as I sit back and watch the little calendar ticking away on screen. January, February, March, April, May – 1900, 1901, 1902, 1903, 1904. Hmmm, four years have passed and not a lot seems to have happened. I'd expected some skyscrapers to have popped up by now. A quick check to the 'How You Are Doing' screen seems to be in order. Oh no! Nought per-cent of the population think I'm doing a good job. They're whinging about the taxation level and pollution. Oh, and a thousand people have moved out. Blimey, there are only 20 left.

There. That's how not to do it (although it is quite good fun trying to build the most



I was having a few probs with my 'national grid' so I laid lots of power lines all over the place (thus ruining my chances of building around here).

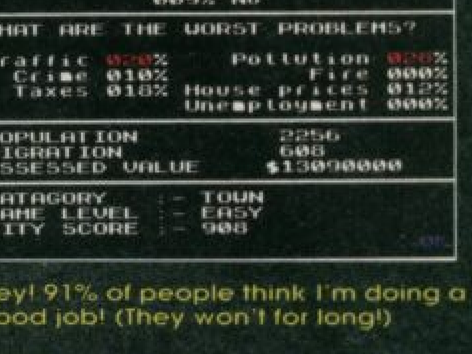
Here's where I started. With a police station. (Nothing wrong with letting the locals know who's boss, that's what I say.)

The people asked for a stadium so I gave them a stadium (it cost them a one per-cent tax rise though – ho ho).

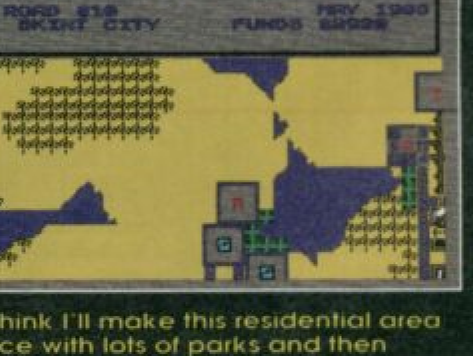
Here's a really crap powerline I made – it doesn't actually go anywhere!

I thought I'd make this island a really nice place with lots of parks, where all the rich people could live away from all the plebs. So I did. (It's nice being God.)

KEY
PD Police dept
FD Fire dept
C Commercial zone
R Residential zone
I Industrial zone



Hey! 91% of people think I'm doing a good job! (They won't for long!)



I think I'll make this residential area nice with lots of parks and then surround the next one with factories! Heehee!

useless city possible). If you do things 'properly' however you'll find that you can get into a budgeting nightmare as your gigantic city starts to fill the whole series of islands – because public services use up your funds. The transport network needs funds at the beginning of every year for instance – the more roads and railway networks you have the more of your 'profits' you have to put aside to pay for their upkeep. The same goes for the police and fire departments. Not enough police and the crime rate soars and people move out, too many police and every year they'll be hassling you for more dosh than you have. Yes. Careful planning is what it's all about. You can build up what you think is a beautifully working metropolis when suddenly you find that the crime rate is soaring in one area because of something you've overlooked. And while you're trying to sort that out (generally by bulldozing down whatever you think isn't too important and replacing it with a police station), something else could easily go wrong elsewhere.

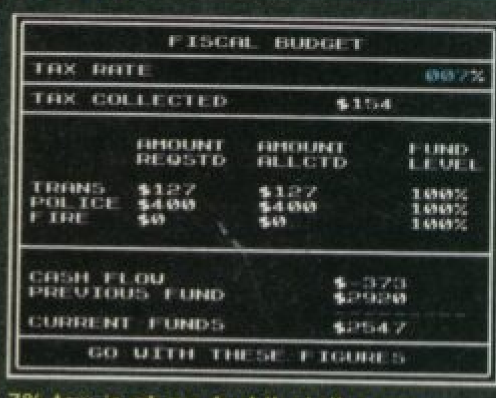
Menus And Pointers

The game is controlled in a WIMP environment – you move a pointer about the screen with the keyboard and press Fire to highlight the option you want. In the case of actually building the city you point at what you want to place on the island (the 'residential area' icon for instance) and press the Fire button (space bar). Then you 'drag' the residential area to wherever on-screen you want to lay it (pressing Fire again). There are three important 'sub screens' to access as well. One tells you how many people would vote for you if an election came up (not that it ever does), what their gripes are (if any), how many are currently living in the city and how many have moved in or out. Another screen lets you set your budget – tax rates for instance, and how much dosh you're willing to allocate to the transport system, the police and the fire department. It shows your cash flow as well. The third screen is the overview map which is a scaled down version of the main city. Here you can check up on the 'hidden things' happening therein. Click on 'CRIME' and any high crime rate areas will be illuminated – the lighter the colour the higher the crime levels. You can check out pollution, police influence, traffic congestion and loads of other stuff from here as well. To add to the sub-screens there are also sub-menus. One is the disaster menu, where you can ask for anything from floods to a nuclear meltdown to be unleashed onto your city (basically these are 'extra-difficulty' levels). Another sub-menu lets you piddle about with gameplay speed and stuff, while yet another lets you save your cities to tape. You'll be doing this a lot when you get good at the game.

SIMply Maaarnvellous!

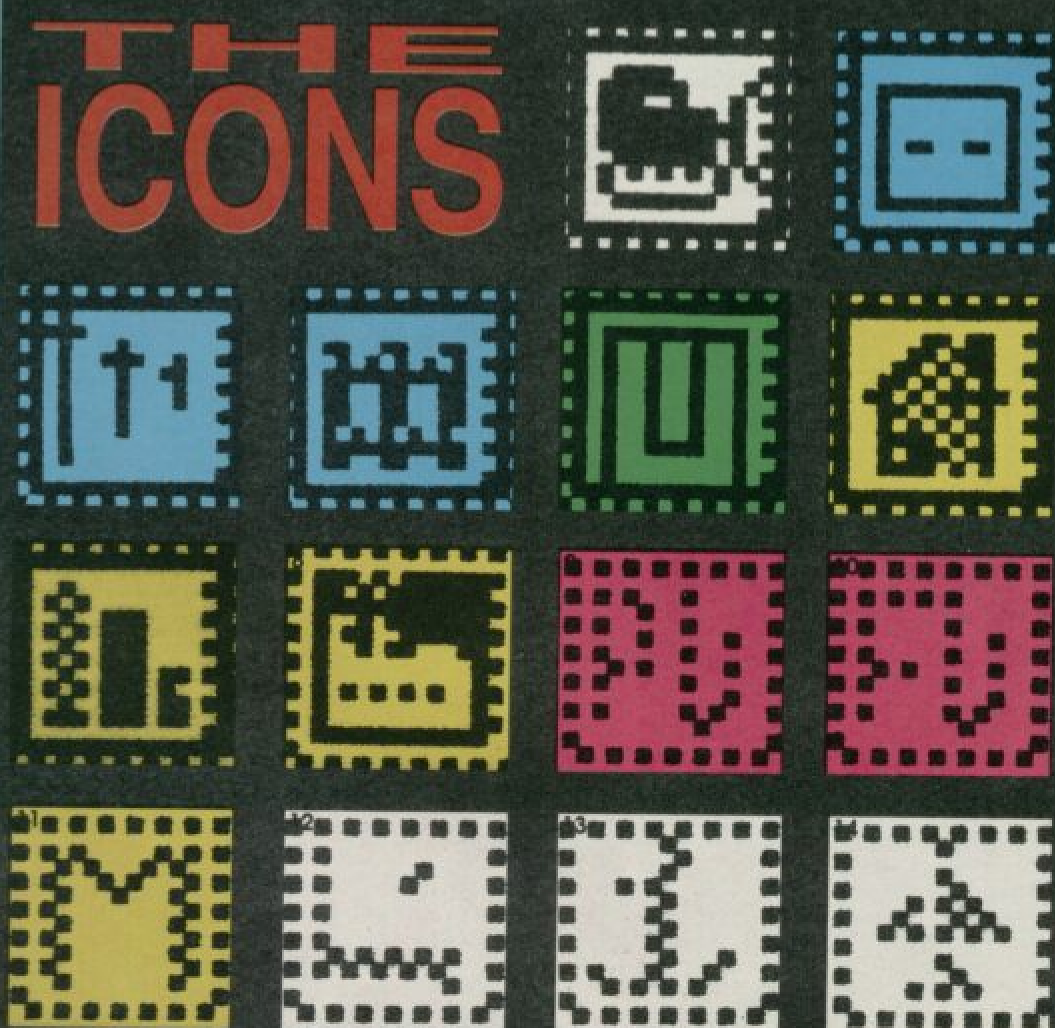
The graphics, as you'll see from the shots, are all slightly blocky and UDGish. But they had to be really, given that everything needs to be very small to fit on the screen – and they were small and blocky on the Amiga as well so don't worry about it. This game isn't about flashy, fast-moving sprites. It's a strategy-type thing really. And it all works beautifully. The main map that you build on (as I said, random every time you play – although you can actually ask for a certain shape if you want) is about four full screens big, two down and two across. You can scroll it around using the arrow keys on the keyboard. As your city grows, the 'sprites' change. If you've got a small population, the residential areas will be made up of tiny little houses (a couple of pixels' big). As the population increases, these houses change into tiny apartment blocks, then into tower blocks of varying sizes. The same sort of thing happens to the industrial and commercial zones. It's great to have a massive New Yorkish city, although I tended to get a skyline that looked more like Basingstoke (or somewhere) most of the time.

Anyway, even though the game isn't quite finished yet (and Infogrames haven't decided whether they'll bring it out before or after the summer) I'll hazzard a guess that this'll turn out to be one of the most absorbing games ever brought out on the Speccy. From what I've seen, the boys at Probe (who developed the Speccy version) have done a sterling job – here is a strategy game that will appeal to shoot-'em-up fiends and adventurers alike. It's one of those rare games that nearly every single person in the entire universe will enjoy. Basically, I suggest you keep a sharp eye out for it. Me? I'm going to see how the inhabitants of Thatcher Town are responding to the new 20% tax rate and the fact that the one road I've given them goes straight into the sea.



7% tax is okay, but it ain't gonna make you rich – how does 20% sound?

THE ICONS



1 Bulldozer – costs a quid per go.
2 Road – ten quid for each tiny stretch.
3 Power lines – five quid apiece.
4 Railway track – 20 quid apiece.
5 Park – a snip at a tenner per little block.
6 Residential area – a 100 quid to you, guv.
7 Shopping area – another 100.
8 Factory area – create jobs at a 100 quid per unit.
9 It's the old bill – £500.
10 Fireman Sam – also costs £500.
11 A stadium – costly at three grand.
12 Power station – coal = £3,000, nuclear = £5,000.
13 Shipping port – five grand.
14 Airport – a whopping ten grand.

FAX BOX

Game	Sim City
Publisher	Infogrames
Programmers	Probe Software
Price	£9.99 cass/£14.99 disk
Release Date	End of May



■ Speccy +2 for sale, games and joystick (with free *OutRun* game). £160 ono. Phone 021 474 3134 after 5pm and ask for Jason.
■ For sale – ZX Spectrum +2, +2 joysticks, £300 worth of games and £70 worth of mags. Excellent condition, will accept £210 ono. Phone Ian on (0376) 562355.
■ Spectrum +2A, four months old. Also over 280 games worth £500+, including *Batman, Robocop, Blasteroids*, both *Barbarians, Last Ninja II, Rambo III, Hot Shot* etc... Two joysticks (Konix Navigator & Cheetah 125+). Ideal for beginner. Bargain at £180. Phone Paul after 6pm on 0484 603478.
■ Spectrum +3, Multiface 3, lightgun and games, datacorder, joystick, adaptor, £500 worth of software with over 100 games on disk, everything boxed as new. £300. Tel 0575 72596 evenings.
■ Spectrum 128K +3 with cassette recorder, leads, Multiface 3, lightgun and over £100 of games. Plus 20 new disks. Worth £500. Sell for £300! Phone 0702 558025, ask for John.
■ Speccy +2, £300 worth of games, including *Super Wonderboy, Double Dragon, Ghouls 'n' Ghosts, Dragon Ninja, Last Ninja II, Renegade III, Op Wolf, GAC*, over 40 mags, plus a further 70 games. Two and a half year warranty – £175 ono. Tel St Annes (0253) 711011.
■ For sale – good condition Speccy 128+, power pack, tape recorder, leads, over £240 of software, loads of *YS* mags. All worth £400. Sell £150 ono. Phone Charlie on 01 200 0878.
■ Spectrum 128K +2. Also Genius mouse, mouse mat, interface and *Art Studio* (brand new). Will sell for £135 ono – worra barg! Phone 0784 254899 (Ashford Middx).
■ FREE! Spectrum 128K +2A, joystick, books, mags. All free when you buy £400 of software for £250. Worth £600 – bargain! Contact Haven, Dyffryn, Ardudwy, Gwynedd, Wales LL44 2BH or tel 03416 673. And hurry!!
■ Spectrum 128K +3 for sale, includes cassette players, leads, two joysticks, Multiface 3, lightgun, 20 new disks, loadsa games. Cost £500, will accept £300 ono. Tel Adam on 0702 558025.
■ 48K Spectrum and Kempston Port, lots of games incl *Robocop, Batman* and many, many more! £70 ono. Phone 0908 318369 ask for Billy.
■ Spectrum +2, two joysticks, interface, dust cover, 100+ games – worth £450, sell for £399. Neil Queen Hotel, Alfreton Road, Nottingham NG7 3NS.
■ Spectrum +3, built-in disk drive, cassette recorder and about 40 games. Plus some tapes, some disks. £250 ono, out of Southampton. Tel 0703 788235.
■ Spectrum 48K+, Quickshot II, interface, cassette recorder, 50+ games worth over £250, including *Robocop, Xybots, Gauntlet, Karnov, Double Dragon*. All for only £150! Free colour TV included too! Tel 0732 457430.
■ MGT +D disk drive for sale. As new £160, will sell for £100. Comes complete with ten disks packed full with games and software. Phone Ian on 0483 574639 (Guildford).
■ Spectrum +3, mouse and interface, £400+ of software, joystick and tape recorder, all for £285. Write to Tim Cain, 65 Spring Parklands, Dudley, West Midlands DY1 2DL. Thanks!
■ Spec +3 Action Pack, Multiface +3, two joysticks, interface, datacorder, loads of games, tape & disks including *Batman, Robocop, Red Heat*. Lightgun & games £250 ono. Offers for the rest. Tel 021 457 7283.
■ Spectrum +2 for sale, joystick, software, including *Chase HQ, Hard Drivin', New Zealand Story* and *Myth*. Worth hefty wads, but I'll sell it for £150. A ruddy bargain!!! A snip!!! Write to Tom, 267 Forest Road, Loughborough, Leicestershire LE11 3HT.
■ Spectrum +2 for sale, boxed as new, over £250 worth of software, lightpen, manuals, mags – £250 ono. Phone Southport (Merseyside) 41946 and ask for John or Jeremy.
■ Spectrum 128K +2, still under guarantee, £300 worth of software including *Robocop, Chase HQ, Turbo OutRun, Forgotten Worlds*, all originals. Also two joysticks, Spectrum 48K+ (needs repair) and mags. All for £320. Darren Mallet, Glendale, Somerville Road, Willand, Cullompton, Devon EX15 2PP.
■ Spectrum +2 for sale, Kempston interface, new joystick, lots of games, many new ones. Worth £700, will sell for £150. Bargain City, eh? Don't delay – write now to Tom at 267 Forest Road, Loughborough, Leicestershire LE11 3HT.
■ Spectrum 128K, Interface, two joysticks, tape recorder, £400+ software including *Batman, HKM, Driller, Rambo III, Op Thunder*, all worth £550+. Offers around £200. Call Jamie on 0273 302617.
■ Spectrum +3 (boxed), manual, two joysticks, cassette recorder, some disk games, over 54 cassette games, plus over 30 copies of filed *Your Sinclairs*!! Tel (Ware) 468720 before *Neighbours*!
■ Spectrum +3, Multiface 3, joystick, 50 disks, over £500 worth of games, two disk boxes. £250, will split. Phone (0638) 660780 after 5pm.
■ Spectrum +2 with joystick, mouse with mat and *Artist II* program, over £150 worth of mags worth £450. Bargain at £170 ono. Phone (0403) 57374 after 6pm.
■ Spectrum 48K+, two joysticks, twin interface, over 60 original games, loads of mags and books. All in first class condition, only £130. Yes, £130! Phone Taunton (0823) 259729 now!



Looking for a good deal on a Speccy? Or how's about a fancy playmate to while away the summer hours with? Well, look no further, 'cos the fun starts here.

■ Spectrum +3, two Cheetah joysticks, £90 of software incl *Robocop, Oppo Wolf, Dragon Ninja*, in excellent condition, worth over £300. Yours for £175 ono. Phone Rob on 051 931 3650 after 6pm please!
■ For sale – Spectrum+ 128K, all leads, manuals, joystick interface, approx 30 games. Excellent condition. All for only £90. Phone (Slough) 0753 42829 and ask for James after 6pm weekdays.
■ Bargain! Spectrum+, £150 of hardware, Multiprint Thru-Port, Dual Wafadrive, utilities + software worth £450 including *WEC Le Mans, AfterBurner, Driller*. All for £170 ono, immaculate condition. Phone 0344 882748 after 3pm and ask for Daniel.



■ Has anyone got *Supreme Challenge* on +3 disk? Must have *Elite* and *Tetris* on. No copies. Send your price to Richard Bain, Rose Cottage, Leven Bridge, Yarm, Cleveland TS15 9JL.
■ Wanted desperately – *Professional Adventure Writer* with full instructions. Will swop for *GAC* or *Myth* plus *Hard Drivin'*. Phone Alan on (0592) 772750. Originals only.
■ Wanted – June '87 issues of *Your Sinclair* complete with hacking guide. I'll pay up to £2 for the issue and throw in a game. John Anderson, 12 Peal Road, Saffron Walden, Essex CB77 3ET.
■ Have *Artmaster, Driller Blast, GAC* and *Batman The Caped Crusader*. I want Microdrive and Hard Connector, also Microdrive cartridges. Contact Shaun, 45 Pinewood Ave, Grove Hill, Middlesborough, Cleveland TS4 3BA.
■ SAM Coupé user interested in all aspects of the machine. Swop hints and games. Also wanted, Public Domain software for the SAM. Steve Thompson, 35 High St, Southoe, Cambs PE18 9YE. Phone 0480 405622.
■ Wanted Alphacom 32 or ZX printer. Will swop *War In Middle Earth, Way Of The Tiger, TT Racer, Popeye, Fat Worm, AfterBurner* and *Crazy Cars II*, all originals. Interested? Then write to David Gooliffe, 79 Priory Road, Lunchwood, Barnsley, South Yorkshire.
■ Owners handbook wanted for Spectrum 48K. Your price paid. Ring Ken on 0785 44964 or write to 18 Rambleford Way, Parkside, Stafford ST16 1TW.
■ Dad, 50+, inherits son's 128K +2. Wants utilities and astrology tapes immediately. Response to reasonable prices. Cheap printer now redundant and on offer. Tel evenings/weekends on 01 440 3802.
■ Wanted, *Football Director*. Swop for *Treble Champs* and *Matchday II*. Write to me, Matthew Barks, at 64 Newstead Rise, Caterham, Surrey CR3 6RR and be quick about it!
■ Hey, folks! I've forgotten to buy issue 46 of *YS*. Would anyone be kind enough to give me one? If you give me the Smash Tape as well I'll even give you a quid! Ring 0873 5245 for details.
■ Wanted – DTP pack. Will swop for more than ten games, including *Rambo III, AfterBurner, Robocop, Rex* and *Thunder Blade*. I also need a printer (and interface if necessary) for Timex 2068. Send instructions and I will swop for software or joystick Quickshot II Turbo+!! Contact Jose S Pinto, Borderis, Santa Barbara, 800 Faro, Portugal.
■ Urgent! I will swop *Strider* for *WEC Le Mans*. Originals only! Contact Richard Hartshorne, 271 New Road, Staincross, Barnsley, Yorkshire S75 6EP. Phone 0226 386297.
■ Wanted! Very cheap printer (under £100). Must have interface and paper and be compatible with +2A. Sandy McCateer, 91 Ards Drive, Monkstown, County Antrim, Northern Ireland BT37 0JL.
■ Help me please! Has anyone out there got a map for *Crazy Cars II*? I would be very grateful if you have. Please send it to Mathew Clayson, 18 Southfield Avenue, Far Cotton, Northampton NN4 9AQ.
■ Novice Speccy owner wants second-hand printer for +3 and all the gubbins to make it work. Not too expensive please. J Darling, 31 Hugthenden Gardens, Northolt, Middx UB5 6LB.
■ Required!! Your unrequired RAM Music Machine with full instructions. I'm offering 25 crisp pound notes. Write now to David Muir, 1 Glamourhaugh Avenue, Huntly AB5 5AS.
■ I need lots of programs for my Public Domain library. I will accept 3" disk or cassette. Please contact Ashley Price, 13 Vectis Road, Tooting, London SW17 9RF.
■ Wanted – *Shadows Of Mordor*. Swop for any three from *Tir Na Nog, Armageddon Man, Hive, Nightmare Rally, Amazon Women* and *Psytron*. Originals only. Vince Corney, 1 St Helier Avenue, Morden, Surrey.

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■ Urgently wanted – *Tasword 2*. Swop *Red Heat* & *Dragon Ninja*. Burkhard Taige, Moorburger Kirchdeich 24, D-2400 Hamburg 90, West Germany.

■ Wanted – *Indiana Jones And The Last Crusade*. Swop for *Platoon*, *Dambusters* and *1942*. Each letter replied. Telephone 897673 now or write to A Brown, 66 Angela Road, Horsford, Norwich, Norfolk NR10 3HF.

■ For sale, *SAS Combat*, *Enduro Racer*, *ATV SIM*, *Short Circuit*, *Mario Bros*, tapes, plus Spectrum, joystick, Interface MK2. Make me an offer! Ring 05913 380 after 6pm any day except Thursday.

■ Wanted *Emlyn Hughes* or *MicroProse Soccer* for my *Gazza's Soccer*. Tapes only. Phone Philip now on 0234 271171.

■ Games for sale! Many original titles £1.50 each, no copies, send sae for full list to 83 Owenford Road, Radford, Coventry CV6 3FR. Please mark envelope 'Games List'.

■ Do you have a MSX computer? I want to swop programs with you, magazines and fanzines too. I have about 1,500 programs in casettes or 5.25 disks (Japan update). Humbeeto Kajiware, Caixa Postal 1709 – 550 Paulo – Brazil CEP 01051.

■ Lots of games to swop including many new titles for 128K and 48K Spectrums. Write to Kenneth Mackay, 4 Forsyth Street, Greenock, Renfrewshire, Scotland PA16 8AR.

■ I will swop (wait for it)... *International Karate* and *Hyper Sports* for *Robocop*, originals only. Sounds interesting? Well give me a ring then on 0236 87272 (after 4pm) and ask for Scott.

■ Your attention please! For details of a T-State calculator send an sae to P Liversidge, 55 Newhall Road, Kirk Sandall, Doncaster DN3 1QQ or phone (0302) 885544 after 6pm.

■ Swop *Shackled*, *Yie Ar Kung Fu*, *Legend Of Kage*, *Times Of Lore* and *Masters Of Universe* for *Big Trouble In Little China*, *Goonies*, *OutRun*, *Rambo III* and *Return Of The Jedi*. Lee Trotman, 1 Acacia Walk, Highfield Road, Tring, Herts.

■ I have a lightpen in good condition, and would like one of *R-Type*, *Pacmania*, *Power Drift*, *Run The Gauntlet*, *NZ Story* or five budget games. Phone 0992 892019 ask for Paul. Bye!!

■ For sale, games from 50p – £10. Includes *Driller* for £5, *Trivial Pursuit* £3 etc. Send a sae to Simon Scott, 1 Ryeland Place, Kilgetty, Dyfed, S Wales SA68 0UX or Saundersfoot 811302.

■ 300 games for sale with many magazines including *Your Sinclair*. For more information tel 0784 241380 after 6pm weekdays and ask for Mark.

■ Hundreds of top quality, full price games and some budgets. Mostly *YS Megagames*. All at incredibly low prices. Write to Anthony, 83 Riverview, Melton, Woodbridge, Suffolk IP12 1QU. Tel (Wood) 7044.

■ For sale – loads of games old and relatively new! Highest bid gets game. All proceeds to charity! For full list contact John, 14 Parkfield Close, Gossops Green, Crawley, W Sussex PH11 8RS. Byeeeee!!

■ For sale, over 20 games including *Navy Moves*, *Indy III*, *Forgotten Worlds*, *Rick Dangerous*, *Running Man*, *Stormlord*, *Dragon Ninja*, *Thunderbirds*, *Last Ninja 2* + loads more!! £2 – £4.50 each!! Phone Calne 0249 814439 now.

■ Wanted – *Strider*, *Renegade III* and *Road Runner*. Swop for *Ghosts And Goblins*, *New Zealand Story* and *Vigilante*. Phone 0745 332796 and ask for Lee (originals only).

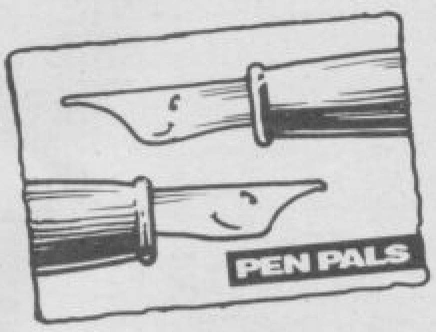
■ For sale, *GAC* and *PAWS*, excellent condition, £22.95 together or £12 each. Also for sale, three Freescape games, perfect condition, £10 each, £25 the set. Phone Ross on 0542 34551.

■ Will swop *Masters Of The Universe* and Beau-Jolly value pack for *Robocop* and *Batman The Movie* for Spectrum +2. Jonathon Norris, 57 Thorpe Green Drive, Golcar, Huddersfield, West Yorkshire HD7 4QT.

■ Wanted, original *Run The Gauntlet*, *Stunt Car Racer*, *X-Out* and *Strider*. Swop for *Myth*, *Op Thunder*, *Micro Soccer* (128K only) and *Ghouls 'n' Ghosts* (one for one). Write to Hugh Mitchell, 42 Beacon Road, Loughboro', Leicestershire LE11 2BQ.

■ Lots of recent software for sale from £2 – £3.50 per title. Send sae to M Hearne, 47 Seymour Court, Crescent Road, Weasden NW2 7BY for list of games.

■ +3 owners get in touch! I've got lots of goodies to swop so don't just sit there! Get writing to Stephen Sophos, Kato Dexameni, 34600 Nea Artaki, Evia, Greece.



■ I'm looking for a 10-11 year old male. I like football, cricket, table tennis and computers. PS Must have a Speccy. 9 Downing Crescent, Scunthorpe, South Humberside DN16 3LS.

■ I'm 12, I'm looking for a pen pal 11-13 years old, male or female. I like music and computers. So write now. All letters answered. Chris, 29 Delaual Road, Billingham, Cleveland, Teeside.

■ I'm a 13 year old Speccy owner looking for pen pals aged 11-14 who enjoy writing letters and playing on their Speccies all the time. So get pen to paper now to Adam Griffiths, 61 Threes Springs Road, Perhore, Worcestershire WR10 1HR.

■ I am a 9 year old boy and I want pen pals from all over the world, boys and girls. I own a Speccy, love animals and like to read books and play water sports. John Fernandez, 89 Stuart Street, Clayton, Manchester, Lancs M11 4BZ.

■ Erasurette and Speccy +2 owner (16) wants pen pals from everywhere. Must have good sense of humour and good taste in music. All letters replied to. Write to Lee, 2 Windermere Road, Newbiggin-by-the-Sea, Northumberland NE64 6TH.

■ I'm a 28 year old Spectrum owner and I'm looking for pen pals to swop games and music. Over 800 games! Write to Craig at 119 Stone Cliff Park, Prebend Lane, Welton, Lincoln LN23 LL1.

■ New! Pen Pals Club. We need you! Send now for details to Paul Mundy, 41 Newbridge Hill, Bath, Avon BA1 3PR. This is your chance to swop pen pals!

■ Any ten year old girls read this mag? If not a boy will do. Must have Speccy +2 or +3. Please send photo. By the way, do you like athletics? Chris Davies, 59 High Street, Coedpgeth, Wrexham, Clwyd, Wales LL11 3UE.

■ I own a +3 Spectrum and wish to swop games (short-term or for keeps). I have *Batman*, *Robocop*, *Silkworm*, *Op Wolf* and loads more. Interested? Reply to James Arnold, Crantock, 21 Newcombe Park, Mill Hill, London NW7 3QN.



■ Prove yourself – trivia league starting – play from home – 20 week season – info from BG Townsend, 105 Tintagel House, Salisbury Road, Edmonton, London N9 9TF. (Hello, Vinsoft!)

■ Kill a postman!! Join the Vio Gladiators of the future – £1.75 for rule book and free turn for first 16 replies. Mark Bagnall, 29 Doonamana Road, Cabinteely, Dublin 1B, Ireland.

■ Money – make lots of it while you sleep!! Send an sae for FREE details of this amazing scheme to Darren Stradins, 90 Sydney Avenue, Pennington, Leigh, Lancs WN7 3LU.

■ Over 1,400 Multiface POKEs on seven sheets. A4 paper, alphabetical order, only £3. Send sae and cheque/PO to R Bryant, 38 Pye Street, Faringdon, Oxon SN7 7AS.

■ *Thunderball* is the new fantasy sport PBM with more strategy than American Football and more thrills than underwater tiddlywinks. Send sae (now) to S Horman, 'Catchwater', Scales, Ullverston, Cumbria LA72 0PE.

■ *Star Trek*, new 1989 version. Take command of the Starship Enterprise in deadly battles against the Klingons. Warp speed, Mr Sulu, it's only £2.99! SJ Howlett, 58 Beacons View Road, Swansea SA5 7HU.

■ Interested in Soccer PBMs? Me too, and I have the address of some very reputable ones. Write with sae for details. Also rule books to any new PBMs wanted. Cheers! 18 Newmarket Road, Cringleford, Norwich, Norfolk NR4 6UE.

■ Have you played an RPG? A PBM? *The Lands Of Femulon* is a PBM/RPG and compatible with the Spectrum. For more info contact Jason Wroe, 86 Buckfast Avenue, Oldham, Lancs OL8 2DL.

■ Spectrum software winter sale! 100s of second-hand originals for sale – all must go! Send sae to Jason Meachen, 59 Lee Road, Dover Court, Harwich, Essex CO12 3SB.

■ Join the coolest club around – The Anti Boredom Club! Over 100 members in the country! Send sae to Club & Co, 23 Baberton Mains Bank, Edinburgh EH14 3ED for details.



■ *POKE Perfect* is a new tape magazine with POKEs, adventure solutions, jokes, horoscopes, video reviews, competitions – all for only £1.50. Send cheque/PO to *POKE Perfect*, 9 Hornby Place, Walton, Liverpool L9 3DB.

■ *POKEs And Prods* is out now – 50+ reviews, 40+ hints and tips. Send just 50p to Scott Griffiths, 17 Woodstock Street, Hucknall, Notts NG15 7SP.

■ *Basil* is THE A4 mag for Speccy owners. For the latest copy send a cheque for £1 to K Jarman, 18 Poplar Close, Biggleswade, Beds SG18 0EW.

■ *Spec News* is the best – buy it now! For your first issue send 50p and a tape to Chris Kelly, STOS BROS, 192 North Home Road, Cirencester, Glos GL7 1DX.

■ *Spectronic*! Get yours for just 50p + tape or disk. Simon Briggs, 5 Canon Young Road, Whitnash, Leamington Spa, Warwickshire CV31 2QU. Also business software – just £4.99 tape/£7.99 disk!

■ *Re-Run* – newsletter/fanzine with tips, POKEs, reviews, news, compos, everything! Covers all 8-bit machines, especially Spectrum. For full details send sae to *Re-Run*, 1 Northolme Close, Grays, Essex RM16 2NX.



■ Hi! Good-looking 14 year old boy wants to meet good-looking girl, 14+. Write to Matt, 1 Highover Close, Luton, Beds LU2 0QQ. Please chuck in a photo!

■ I'm a 14 year old girl looking for a 14-16 year old boy. Must be fun and hunky. Please send a photo. All letters answered. Write to Mitch Prestridge NOW at 8 The Aspens, Kingsbury, nr Tamworth B78 2JY.

■ Hi there! I'm 18 years old and I'm looking for female pen pals. If you think that writing letters can be fun then write to Stephen Sophos, Kato Dexameni, 34600 Nea Artaki, Halkida, Greece.

■ Horny 15 year old male seeks a sexy female of similar age. I wanna be your luurver NOW!! Write to Chris Thompson, 17 Itchen Avenue, Bishopstone, Eastleigh, Hants.

■ Hi! Above-average-looking boy seeking girl of 12+ living anywhere in England. Send photo purlease, must like to POKE and peek. Get scribblin' to Iain Brignell, 9 Commercial Road, Tideswell, nr Buxton, Derbyshire.

■ Boy, 14, seeks girl called Fran Kitley. Write to Paul Gosney, 7 Popular Road, Hanham, Bristol BS15 3BA or ring 0272 615143. Girls only please.

■ Hi there! I'm a 17 year old female. I'm seeking a kind, good-looking male aged between 17-22. All letters will be answered. Please send a photo when writing. If you are interested then get scribbing to Miss Shirley Ann Edwards, 85 Abbeyhius Road, Oldham, Lancs OL4 7RD.

■ Lonely Dungeon Master requires a female aged 17-20 to participate in *Dungeon And Dragons* (no experience necessary). Must be local. All letters answered. Photo if possible. Write to Jon Lakin, 1 Sandfield Avenue, Ravenshead, Nottingham NG15 9AR. This is a sincere advert. Phone Ravenshead 798418.

■ Bloke, 17, looking for heavy metal females in Leeds/Harrogate area for friendship. Send photo if possible. Love letters to Simon Benn, The New Inn, Otley Road, Harrogate, North Yorkshire HG3 1PT.

■ Lonely 13 year old male looking for a 13-16 year old female. Hobbies are cycling, computing and going out. Please contact Lee Warner, 18 St Barnabas Road, Shinfield Rise, Reading, Bershire RG2 8ED.

■ Lonely 13 year old male searching for 13-14 year old female. My hobbies are building models. Please send photo if possible and send it to Anthony White, 2 Sage Close, Lower Earley, Reading, Berkshire RG6 2XT.

■ Three good-looking guys of 14 are looking for three girls of similar age. Interested? If so write to Venn, Heal & Fox at 3 Britten Drive, Barnstaple, North Devon EX32 8AQ.

■ Lonely 15+ male seeks female 14-18 years of age for a relationship. Send a photo to Greg Mooney, 1 Wheatcroft Avenue, Willerby, Hull, Humberside HU10 6NX.

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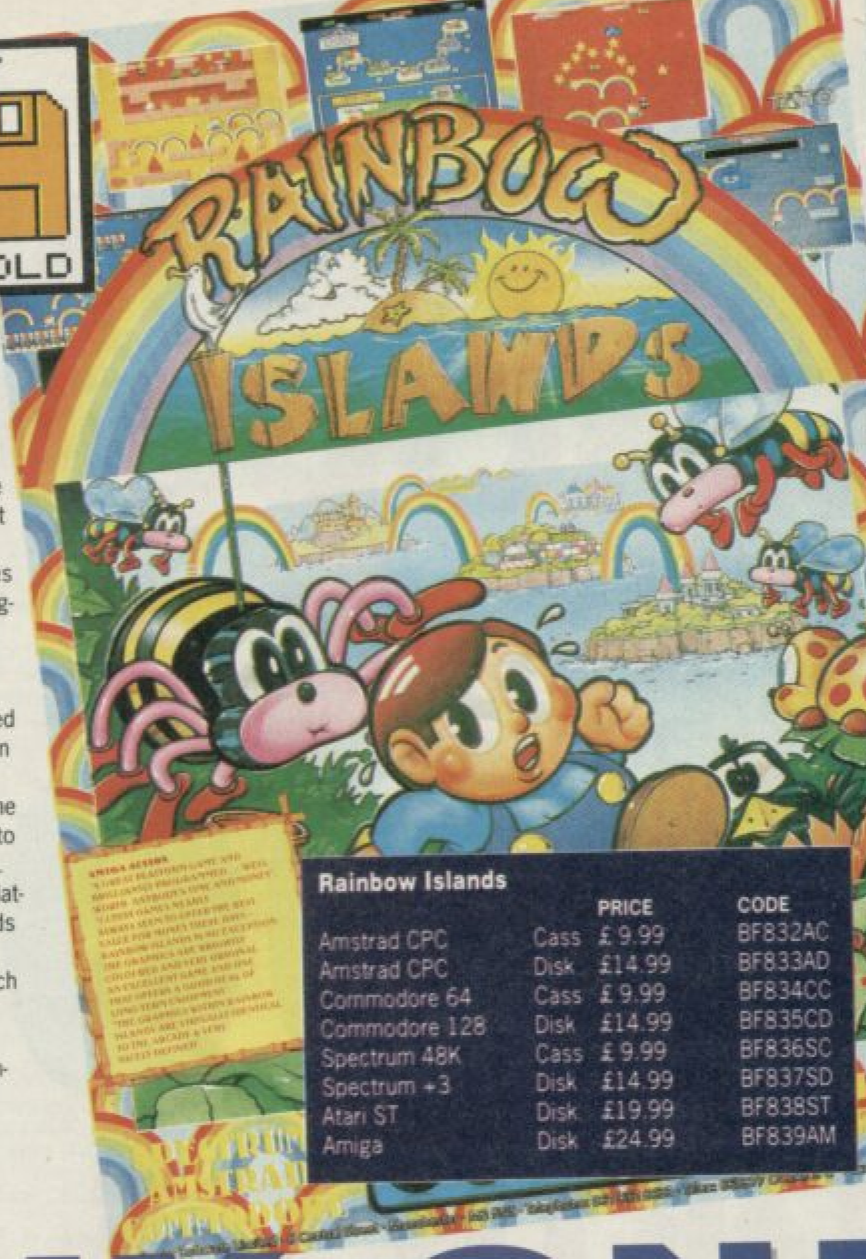
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1

ST FORMAT GOLD

Rainbow Islands
from Ocean

This follow up to Bubble Bobbie looks set to be as much of a hit as Ocean's last cutesy game, New Zealand Story. It combines colourful visuals with frighteningly addictive gameplay, with the result that you end up with one hell of a game.
Graphics have been downloaded from the original arcade version and the moves are just the same. Lead Bub and Bob to the top levels by firing rainbows into the air and then climbing them. When you reach the top of a platform, you can collect thousands of bonus points. There are seven islands to complete, each one more challenging than the last.
"Graftgold's ST Version of Rainbow Islands is one of the best coin-op conversions to have appeared in along time" Maff Evans, ST Format



Rainbow Islands

		PRICE	CODE
Amstrad CPC	Cass	£ 9.99	BF832AC
Amstrad CPC	Disk	£14.99	BF833AD
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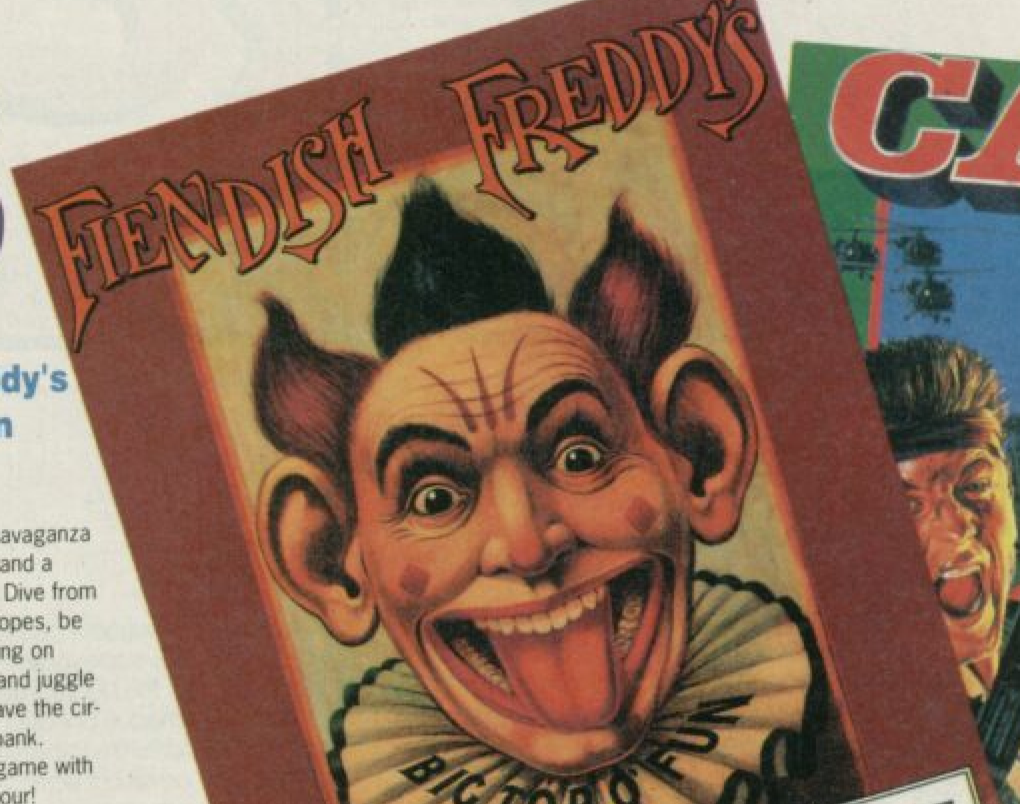
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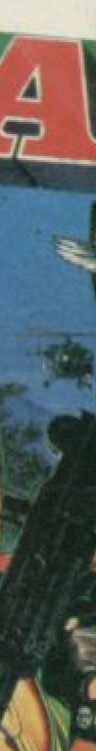
Fiendish Freddy's Big Top of Fun
from Mindscape

Mindscape's circus extravaganza brings you thrills, spills and a whole barrel o' laughs. Dive from high-boards, walk tightropes, be fired from cannons, swing on trapezes, throw knifes and juggle in a desperate bid to save the circus from the big bad bank.
An original multi-event game with a wicked sense of humour!

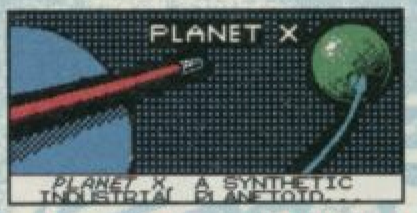


Fiendish Freddy

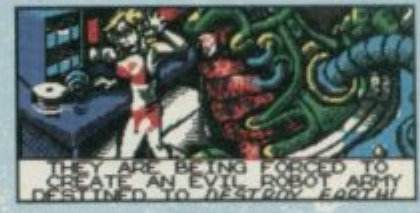
		PRICE	CODE
Amstrad CPC	Cass	£ 9.99	BF847AC
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Commodore 64	Cass	£ 9.99	BF849CC
Commodore 128	Disk	£14.99	BF850CD
Spectrum 48K	Cass	£ 9.99	BF851SC
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Atari ST	Disk	£24.99	BF853ST
Amiga	Disk	£24.99	BF854AM











The loading screens inform you of your impending mission – nothing like a bit of career advancement, eh?

ESCAPE FROM THE PLANE[T OF THE] ROBOT MONS[TERS]

Tengen (Domark)/£9.99 cass/£14.99 disk



Matt We quite like Domark – they're always a pretty friendly lot – so it's nice to be able to report good things about their games. This hasn't always been the case, as they'll be the second or third to admit, but for the moment they really seem to be on a roll. *Hard Drivin'*, *Klax*, *Cyberball*, *Castle Master* – products to be proud of, every last one of them (even if it took us three days to figure out exactly what *Cyberball* was meant to be about). And now – hurrah! – along comes a newie that looks all set to knock the rest (with the possible exception of *Castle Master*) into a cocked hat, in the playability stakes at least. Yes, *Escape From The Planet Of The Robot Monsters* is a lorra, lorra (lorra) fun.

So what's it all about? Well, *Escape* captures the rather silly, over-the-top Saturday-morning-down-the-cinema feel of those old *Flash Gordon* and *Buck Rogers* serials to a tee (better than *Defenders Of The Earth* ever did anyway). You know the films I'm talking about – those ancient cliff-hangers with Buster Crabbe sharing a skin-tight suit with his incredible expanding waistline, and lots of little spaceships whanging about with sparklers sticking out of their posteriors. More camp than Butlins, but great fun all the same.

Anyway, onto the plotline. You and your pal Duke are a couple of buddies in the interplanetary SWAT team, on a mission to rescue Professor Sarah Bellum (geddit?) and codles of scientists from the artificial factory planet, Planet X. You see, the evil Reptilons (boo hiss!) have invaded, and are turning the hostages into mindless Robo-Zombies, which they then plan to use to destroy the Earth! The object of the game is simple – run around, shooting as many robot monsters as you can and rescuing everyone else you come across (you do this by just walking into them, at which point they're automatically beamed aboard your orbiting shuttle). And that's more or less it – the shortest review in history. It all sounds quite simple because it is – even Granny could work out how to play, and that's part of the appeal.

Graphically it looks just about average – until you start playing. Each level consists of a series of monochrome flip screens (seen at an odd three-quarters angle like those in *Head Over Heels* and the *Last Ninja* games) which are universally clean and crisp. What makes it work though are the interesting little details they've crammed them with. The sprites are all small but well-defined and recognisable, and they move around the place at quite a lick – it takes no time at all to find yourself surrounded by robot monsters and in real trouble!

The robots themselves (half of which look like walking Weetabix men) are nicely designed and animated too. Some of them leave energy-giving crystals behind them when they're killed (energy for your gun, that is, not for you) while food cabinets (and also cupboards containing extra bombs) can be broken into and raided if you know where to look. It's often a good idea to shoot anything that looks worth shooting anyway – lots of computers and things contain extra points at the very least.

Your gun (a simple affair though you can upgrade it later on) works a treat, as does the bomb effect (represented by a giant guff of smoke around your trouser region – straight out of *Viz*!). The hostages (hippies or girlies, judging from their hair-styles – I couldn't quite tell which) are suitably useless too. Most of them are still badgering away at their machinery while you rescue them as if nothing's happening (!), while the ones trapped in glass cabinets – which you have to work out a way to open – seem half-way to zombification already! (By the way, I'm not trying to say that either girlies or hippies are useless at all – though most of the hippies I've ever met have been – but that as hostages the scientists in this game are ideal, totally unable to help themselves).

Planet X (the place you're trying to clear of human-kind, remember?) is made up of several sections (or levels) each divided up into a series of platforms. You make your way around these by a series of escalators and ladders – the escalators needing to be started by a switch before they'll do anything. Get to the end of the level and you'll reach a teleport to take you to the next one. (Sadly the maze sub-level that cropped up here in the coin-op has had to be left out of the Spec version.)

There are lots of lovely little touches slipped in throughout the game too – try walking off the edge



Yikes! Surrounded on all sides (nearly)! That door is where the robots wobble in from. And be sure to blast the filing cabinets – there may be goodies inside.



Oh no – cornered by a Reptilon! (Time to use one of my bomb jobbies, methinks.)

of one of the platforms, for instance. You won't fall, but'll be left hanging there from the edge, waving your legs about before you drag yourself back up again. (Is that why they call them 'cliff-hangers'? Ho ho.) Some of the problems you have to get past are pretty tricky too – mastering the joystick controls takes some practice, but it'll all seem worth it when you find yourself surrounded by monsters on all sides, or faced by a particularly tricky trap. Occasionally there's a slight puzzle element too (mostly in the form of working out what you have to shoot in order to open doors) but they're unlikely to tax you too hard.

And that's more or less it. Faults? Well, it can all be a bit samey, I guess – the levels look similar (bar the colour scheme) and the giant end-of-every-three-levels Reptilon nasties (well, giant in that they're three times the size of you) crop up

ET OF THE
STERS

with monotonous regularity. But two-player mode more or less fixes this.

Basically then a very amusing and well-developed blaster, with no obvious faults, a lot of character and all pitched at just the right difficulty level. A bit of a corker in fact, and bound to be a big hit – let's hope Domark can keep up the winning run for their next one, *The Spy Who Loved Me* (a bit of a stumbling block I fear, but we wish the boys well).

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
76°	82°	85°

DIAGNOSIS
A barrel of laughs – very playable, quite fast and full of little graphic touches. Best in two player mode.

INSTANT APPEAL 75°

83°

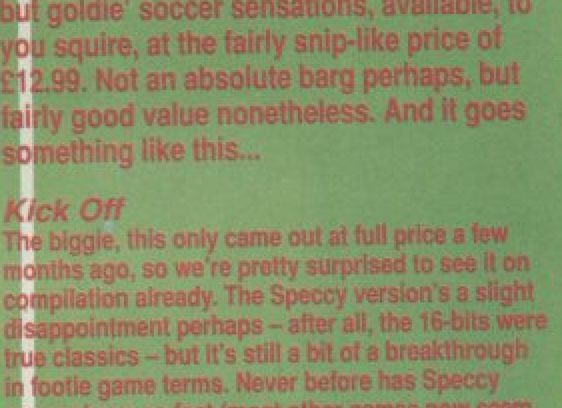
WORLD CUP YEAR '90 COMPILATION

Empire
£12.99 cass/£17.99 disk

Matt Well, we're getting quite near the end of the mag now, so I think it's about time I asked you something – are you getting sick of footie games yet or what? If the answer is "Yes!!" you've probably stopped reading already, but for those of you who are left, especially those new to the fine art of Speccy soccer, how about this? It's a new compilation of three 'oldie but goldie' soccer sensations, available, to you squire, at the fairly snip-like price of £12.99. Not an absolute barg perhaps, but fairly good value nonetheless. And it goes something like this...

Kick Off

The biggie, this only came out at full price a few months ago, so we're pretty surprised to see it on compilation already. The Speccy version's a slight disappointment perhaps – after all, the 16-bits were true classics – but it's still a bit of a breakthrough in footie game terms. Never before has Speccy soccer been so fast (most other games now seem geriatric in comparison) or so accessible to someone who knows absolutely zilcho about the real thing. It's a scrolling, overhead-view game, with little red and white men bouncing round the green field as if it were a giant pinball table – totally unrealistic, I grant you, but barrels of fun nonetheless. The graphics are the letdown – very scrappily put together, with indistinct players and balls that seem to go under the goal line! This is real budget game stuff circa 1986. Still, even they're not bad enough to ruin it. Fast, easy to get into and fun, it's a flawed classic footie game for people who don't really like football.
'90 Rating: 80°



Kick Off – great game, but aren't these perhaps the world's scrappiest graphics?

Tracksuit Manager

A totally different kettle of fish, this is your actual text-only management jobbie, which sounds like it could be a real pain for anyone not 100% obsessed by footie stats and trivia. It's not though, which Goliath should take a fair amount of credit for (they originally brought the game out in 1988, so it's no spring chicken). Apparently the details are in here of every player in every national side in the world at the time, meaning you can really tailor the make-up of your team to fit the individual opponents. The actual matches are played in the form of minute-by-minute reports flashing on the screen as if they were coming to you via a teleprinter – a strangely gripping way of doing it. Graphically it's not so hot perhaps, but it's still a bit of a surprise for those of us who think we hate management games.
'90 Rating: 78°



Gary Lineker – big balls and a jolly nice lawn.

Gary Lineker's Hot Shot

This is the nearest thing in the compilation to a straight footie game. It's along the lines of *Matchday*, though fairly unusually it isn't side-viewed at all, but a vertical scroller like *Kick Off*. Graphics are clearer and more distinct though (you see, Anco, it wasn't too hard) but they've opted for the big sprites approach – fine for tackling, heading and so on, but useless for shooting at goal, because you have to be a (scale) ten feet away or so before the blooming thing scrolls onto the screen. Ho hum. Still, there's a nicely mown two-tone green lawn, four divisions to steer through (made up of international teams) and even a ref sticking his oar in occasionally! Controls are of the 'you control the player nearest the ball' type, which is all very well until there are two of you pretty near to it, when it becomes pot luck which one moves. There's nothing all that original in here it has to be said, but it remains a fair soccer game which compares well with most rivals.
'90 Rating: 73°

So there you have it, a good topical compilation. Not particularly good value if you've got any of the games already – or if you're absolutely convinced you'd never load up a management game in your life – but with a fairly open mind and an interest in soccer it could be a good buy. It comes with a World Cup wall chart and an endorsement by *Shoot* magazine too. Worth considering at least.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
84°	68°	82°

DIAGNOSIS
No great shakes graphically but a strong compilation nevertheless, with three top league games.

INSTANT APPEAL 76°

79°

YOUR SINCLAIR

STAFF WRITER

Britain's Biggest Selling Spectrum Magazine needs a new STAFF WRITER. Do you think you might qualify? Just answer "Yes" or "No" to the following questions and find out!

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Fixing a leaky tap in the basement, RICH PELLEY stumbled across a few spooky cheapies clogging up the U-bend. So here they are (damp and slightly mouldy)...

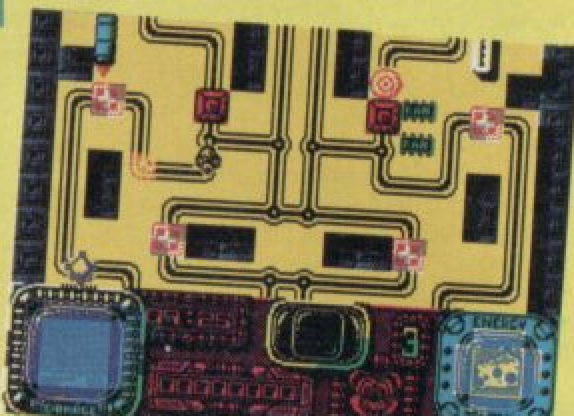
BARGAIN BASEMENT

MICRO MOUSE

Mastertronic Plus/£2.99

Personally, whenever my Speccy breaks down I just bang it against the wall a few times and hope for the best. (Well, it worked once anyway.) However (however! however!) Mastertronic seem to have had an even better idea – why not stick loads of little robot thingies inside your computer to crawl about and fix any minor probs before anything major goes wrong? Cunning, eh? Unfortunately, though, someone has to train these droidish minions in the first place to show 'em what to do. And no prizes for guessing who that someone is. Yep, it's yoou-hoo!

Sounds complicated? Nothing could be further from the truth. All you have to do is zoom your little robot jobby (in the shape of a mouse) around these tracks in the circuit board, pick up spare bits of track which have been dumped all over the shop, and then be on the look-out to plonk them down



Micro Mouse – Pipe Mania it ain't.

when a fault develops (or, more precisely, when a gap in your track appears). Loads of strange little circle things follow you about and sap your energy if you collide with them.

Of course, you may well think that all this seems a trifle on the boring side. And you'd be completely right. It's crap. The track is vastly small and nothing new ever happens – you're stuck on the same level for ever and ever and ever and ever. Which isn't a very nice place to be in the first place really. Exter-er-er-minate!

81%

PRO BOXING SIMULATOR

CodeMasters/£2.99

No prizes for guessing what this one's about (boxing, actually). "Okay, okay," you're thinking, "we've seen a fair few boxing sims in our time – what makes this one different?" Absolutely nothing actually. Just your standard slow and rather crappy punch-'n'-block simulation. The only 'highlights' are the foul moves – headbutts and groin punches etc – which you can stick in here and there (providing the ref's not looking, that is). Not that they're particularly thrilling though. And nor is the rest of the game for that matter. It's slightly better in two-player mode, but the thing's so damn slow that I could think of a million and one better things to do rather than be playing this (playing something else, for instance). And just when I thought Codie games were getting better. Ho hum.

40%



Pansy, eh? Well, wouldn't you be if you'd just been clobbered in the conkers?

DRAGON'S LAIR

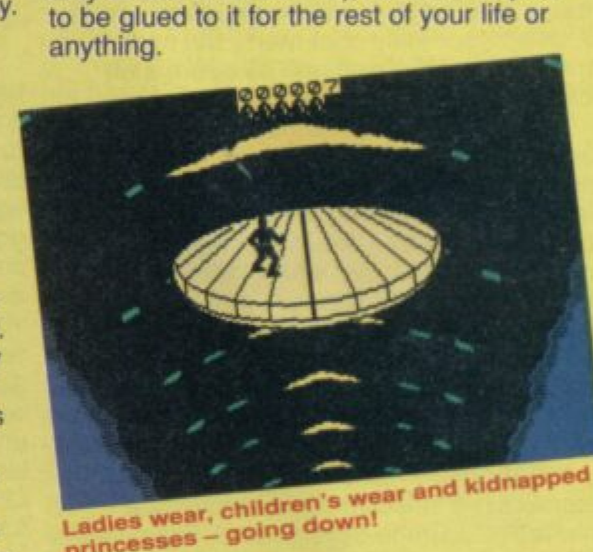
Encore/£2.99

To think that this one filled up six (I think) disks on the Amiga! Pah! Here it is on the Speccy crammed onto one (long) tape. It's a re-release to tell the truth, and quite possibly one worth having. That depends on whether you subscribe to the 'we couldn't manage one decent game, so here are a few slightly crap ones for the same price' way of thinking.

In case you haven't previously encountered *Dragon's Lair*, it's a conversion of the massive cartoon-style coin-op that used things like laser disks to good effect. Everyone thought it was really fab, despite the fact that much of the playing time was spent watching the graphics, waiting for a prompt to do something. What we're faced with is a series of 'scenes', in which Dirk the Daring has to make his way through a castle to rescue a princess. Each scene is a kind of mini-game. In the first, you're standing on a disk, which is plummeting down a well (or something). Suffice to say that you've got to hang on for dear life or you're a gonna. Then in the second, you've got to, um, oh crikey... I haven't got that far.

Anyway, I can't say it's my fave game in the whole world, because it's not. Actually I hate it. But I know lots of people who think it's really peachy, so don't take any notice of me. I think I can safely say, though, that the first level is extremely difficult, and from what I've heard the rest are too. It's all undeniably good value, but technically a bit dubious. By all means rush out and buy it (if only to see what it's like), but don't expect to be glued to it for the rest of your life or anything.

25%



Ladies wear, children's wear and kidnapped princesses – going down!

THE BOUNTY HUNTER

CodeMasters/£2.99

Blimey! A game from CodeMasters which doesn't involve simulations or stupid little egg-type thingies (as in the squillions of *Dizzy* games). Nope, this one's some sort of shoot-'em-up jobby type thing instead, and a vaguely good one at that. Check this out – it's two shoot-'em-ups in one! Value or what?

Basically, we're looking at your typical *Ikari Warriors*/*Commando* affair. Y'know, walk about, blast a few innocent-looking people, walk about some more and shoot even more people. Sounds familiar, eh? This time you're blasting cowboys and indians to oblivion, whilst searching for four different Wild West fugitives (which more or less means you play the game four times to complete it). There may not be as many features to pick up as you can in other games of this sort, but it's still fairly good – everything's well visible and it's pretty darn playable too.

Once you've scrolled on through this bit it's onto even more mindless violence – shoot all the baddies on a moving train as they pop their heads up over boxes and barrels and things. Nope, *Oppo Wolf* it ain't,

70%



A couple of mangy cactii, two or three crippled cowboys and indians and a mug-shot of Jack Nicholson. Welcome to the Wild West – Codies style!

but what d'you expect for a measly three quid? *Bounty Hunter*'s cheap, cheerful and takes very little brains to play – which is a bit of a boon actually 'cos mine keeps on getting blown away.

ROCK STAR ATE MY HAMSTER

CodeMasters/£2.99

I felt very sceptical when I started to play this – mainly because certain other crap mags thought it was really ace when it first came out at the exorbitant price of a tenner (some even thought it was, er, funny). Fortunately, *YS* realised that anything David Darling claimed to be "hilariously funny" was bound to be tragic, so we gave it an appropriately crap mark. But now, for a mere three quid, perhaps it'll seem a bit better. Hmmm.

Rock Star Ate My Hamster doesn't actually have anything to do with hamsters at all – it's more to do with rock stars. The idea is to find four of the most talentless popsters available, form a group and release a crap record which everybody hates but still gets into the Top Ten and sells millions. Sounds rather like a Stock, Aitken and Waterman production to me – but, spookily enough, they're nowhere to be seen, so you have to manage the group en seul instead.

It's all quite simple though. Pick some stars from a selection of rather familiar names (like Bruce Springboard, Dross and Michael Gorge, oh-ho-ho), practice a bit and play a few 'gigs' here and there. Hopefully you'll get spotted by a record company who'll give you the chance to release a record, providing, that is, that none of your members leave or you go bankrupt. Certain things boost your chances of success – pulling the odd publicity stunt or buying your group prezzies to keep them happy.

All this boils down to a pretty light-hearted strategy game, with you pressing the right keys at the right time and getting about as many laughs out of it as reading a Labour Party manifesto (or, er, perhaps not). Of course, I didn't warm to it one little bit, but at a couple of quid (rather than the tenner which you'd previously have had to pay for it) I'm sure that someone out there will. And good luck to him.

64%

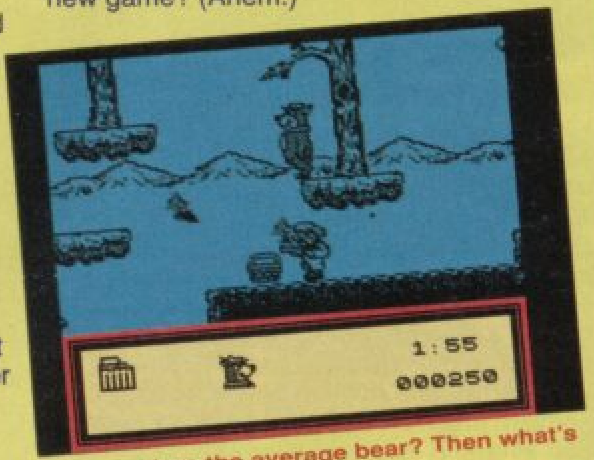


How frightfully rude. Cover up those protuberances immediately, young lady!

YOGI'S GREAT ESCAPE

Hi Tec/£2.99

Ah ha! You have to get up pretty damn early in the morning to catch me out. Actually it's not really worth going to bed in the first place. So don't try to tell me that this game isn't a re-release of that ancient Piranha Yogi Bear game from all those eons ago. What? It isn't? It's a completely new game? (Ahem.)



Smarter than the average bear? Then what's he doing in this game!?

Yep, bargain hunters, Yogi's back (back! back!) in a completely new caboodle, this time trying to escape from Jellystone Park to New York City through six equally boring levels before he's hauled off to the zoo – which is where all the other animals are going when the park is forced to close down. Just like the previous Yogi game, everything scrolls from left to right, whilst Yogi hops from platform to platform in search of picnic baskets and various other goodies, avoiding lots of baddies on the way. All of which is very simple, pretty uninspiring and extremely repetitive. It looks very dated and boring, even for £2.99. In fact I doubt you'll be able to 'bear' it for very long at all (ho ho).

42%

FUTURE BIKE SIMULATOR

Hi Tec/£2.99

I dunno. We've had so many bloomin' simulators recently this one's just got to be more of the same. Oh well, suppose we'd better have a look. (A few plays later.) And I was right! *Future Bike Sim* is extremely repetitive, the graphics are minimal and the sound's crap. Still, it hasn't got a David Darling quote splashed across the inlay so we should be thankful for small mercies.

But wait! I hate to admit it, but I quite liked *FBS*. I mean, it's so flippin' peasy it's quite a gas – you could play this little sucka with your eyes closed. There are only two keys for heavens sake – Left and Right (Up and Down didn't seem to do much). Simply zoom about as fast as poss on your motorbike-cum-hovercraft (ie a motorbike with no wheels), avoid crashing into buildings and things, and shoot all the other motorcyclists coming towards you, picking up the money they drop. At the end of each level this can be used to buy things from the weapon shop including missiles and radars. *FBS*? It's a cinch. And that's just the way I like it.

74%

LITTLE PUFF IN DRAGONLAND

Cartoon Time/£2.99

"If you liked the *Dizzy* games, you'll love this" remarks the back of the cassette inlay – and I couldn't agree more because this has got to be the biggest *Dizzy* rip-off since *Dizzy* itself. Of course, we all know what *Dizzy* was about since it was on the Cover Tape a few issues back – y'know, the one where you're that little egg chappy roaming about solving puzzles and generally bouncing about all over the shop. Of course, as soon as someone said that they liked it those Codies released another trillion *Dizzy* games to follow as he went on his travels from place to place.

And I can see the same happening with *Little Puff* too – 'cos, unfortunately, I (sort of) like it. As the title may suggest, you're Puff (as in Puff the Magic Dragon, I presume) – a large, green, colour-clashing dragon who lives in Dragonland, but who's got a bit lost and just wants to go home to his mum for tea. The puzzles are of the 'pick up and use the correct object at the right time' breed,



Future Bike Sim – it's a lot less bovver wiv a hovver!

BLINKY'S SCARY SCHOOL

Zeppelin Games/£2.99

If there's ever been a stupid reason for buying a game then I'm looking at him right now. It's Blinky, y'see. He's just the cutsiest ghost in the whole world! You just have to see the way he waddles about all over the place. Ooooh! He's so brill! And if that wasn't reason enough to buy *Scarey School* then I may as well mention that it's pretty super-spiffy too. Well, perhaps not that super-spiffy. Just spiffy.

You play the part of Blinky (of course). Blinky's got to float (or whatever ghosts do) around a castle, find Hamish McTavish, wake him up and haunt him all night, and all because Red Laird McTavish, the scamp, cleared the castle of ghosts a hundred years ago (or something). What's more Blinky has to complete his task in the one evening or he'll be sent back to school for a hundred years. Aaaargh! What a nightmare!

Not that this has got much to do with the game of course. All we've got here is just another platform-and-ladders jobby, splashed with colour and cutsie baddies. It does look very budgety, but then we are

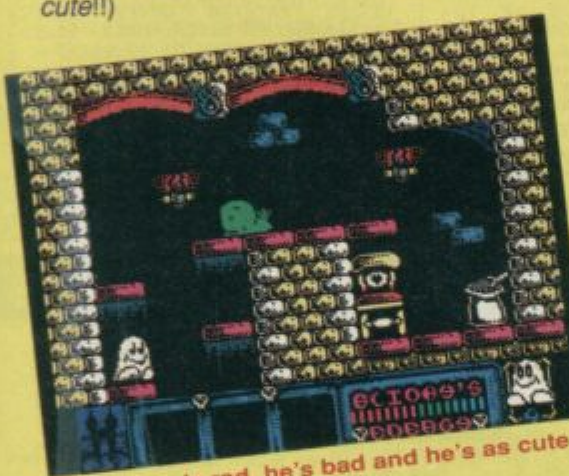
70%



Oi, scram! That doughnut's mine! (It's a good thing Little Puff took a miss on the mouth wash this morning, eh, Spec-chums?)

really a case of the more you play, the further you get, if you narta-mean. It's colourful, it's cute and at a mere three nicker we're talking barg city.

down in the basement after all, so why bother looking too closely? Nope, a tidy little number methinks. (And, boy, is he *cute*!!)



Blinky – he's rad, he's bad and he's as cute as, erm, a very cute thing!

PRO GOLF SIMULATOR

CodeMasters/£2.99

Can't say I'm a great golf fanatic. So what if Sean Connery goes ga-ga over it?



Golf, eh? Worra boring old game! I mean when was the last time *you* saw a gopher taking it all in by the fairway, sat in his sun-chair sipping a Campari? Eh? Eh?

Nobody's perfect. And watching it on telly is even more booooring. I mean, come on – how can anyone possibly get excited watching a bunch of seriously boring old farts (and boring old farts with the kind of sad plaid dress sense that'd make even Michael Fish's hair stand on end – if he had any) hit a small white ball into a hole with a large stick? It's beyond me. But golf simulators? Let's face it, most of them are complete crap (with the exception of a few, *Leaderboard* for instance). So "Hooray!" I thought when they rammed this game down my throat and said "'Ere, sunshine, do us a review of this". "An excuse to spend the review slagging off golf šimulators!" And it was then I came across a teensy-weensy little problem – I just can't find anything wrong with it... Aaarrgh!

Not that this one's vastly different from the other three trillion golfy games available course – it's just a case of wacking a ball about from top view into the hole with the appropriate club and the appropriate power. But what it does it does well. It's just so bloody annoying. What can I do? I mean, I can't say that I like it – just think what that would do for my image! Hmmph.

ESCAPE FROM SINGE'S CASTLE

Encore/£2.99

Spook or what? Not only do I have to suffer the tedium of *Dragon's Lair* this month – I get given its sequel too! And, surprise surprise (get that damn woman out of here!), it's pretty much in the same vein. Only even more pitiful.

I simply don't know why they bothered re-releasing it. There are eight different levels to plough your way through, which I must admit are vaguely varied, but still all complete trash. They range from floating down a river in a barrel (yawn) to fighting loads of mud monsters (double yawn). And they're unbelievably boring and repetitive. The subsidiary levels are snore city too.



You're too darn right I'm trying to escape from Singe's castle! Even my Speccy started convulsing after two minutes!

Yep, much as I hate to be negative, I feel it my obligation to inform you that this is one of the worst games I've ever, ever played (well, since *Warlock Of Firetop Mountain* anyway, but even that seems rather good in comparison). The only joy I got out of it was bludgeoning it to Speccy heaven with my baseball bat.

QUARTET

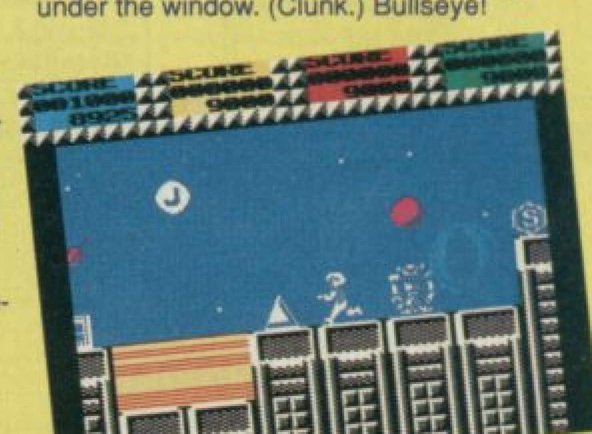
Hit Squad/£2.99

Here's one that maybe should have stayed in bed this morning as well. It's got 99 levels (but don't hold your breath), two-player action, things to shoot, things to collect and really crap graphics. And that just about sums it up.

What you've got to do is choose a character from the four available, allow your chum to do the same and then go through each level finding and killing the jumbo-baddy and picking up the key that will enable you to move onto the next level. Meanwhile, loads of monsters come pouring out at you just asking to be shot. To help you there's an add-on backpack which lets you fly around a bit (normally it's just Left, Right and Jump) and various weapons and things if you can find them. Co-operation's the name of the game here. For example, when you get to the end of each level it's a good idea to take on the big guardian guy while your mate fends off any marauding assailants that try to stop him (or vice versa). A good idea that is if you actually choose to buy and play this game. And here's why you shouldn't...

The graphics really are eye-wateringly grim. There are huge tidal waves of colour which tend to engulf everything, with wan sprites making it really hard to see what's going on. Luckily though not much does happen. After ten or so levels you realise that things obviously aren't going to improve. It's just level after level of exactly the same migrane-inducing horribleness.

Oh look – there's a dust-lorry driving past under the window. (Clunk.) Bullseye!



Ninety nine levels! And all of them completely crap!

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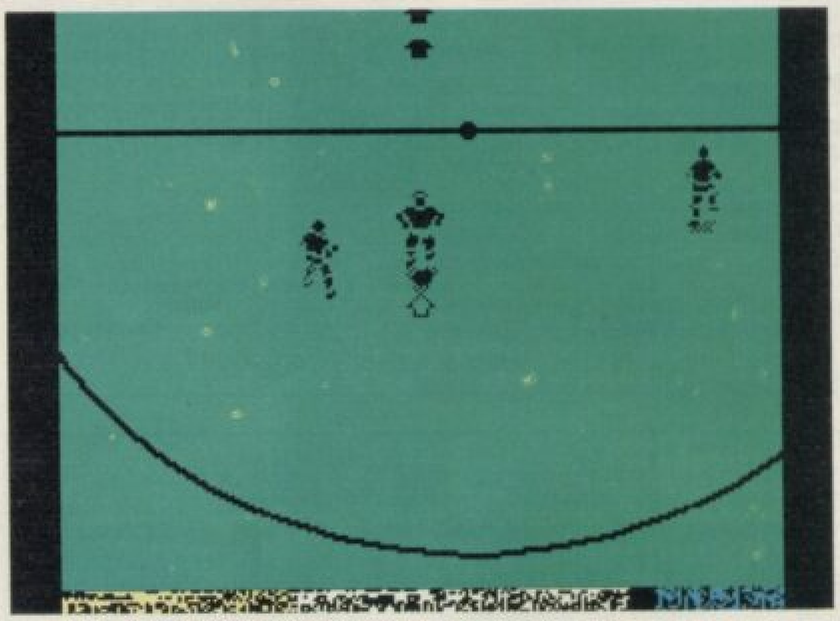
Come closer, come closer – look, the mists of time are clearing! Oh, what's that? It looks like... a football game! Why, and there's another! Yes, one thing's for certain – the future's looking, well... very footballish. (Writes Madame Pico.)

Italy 1990

US Gold

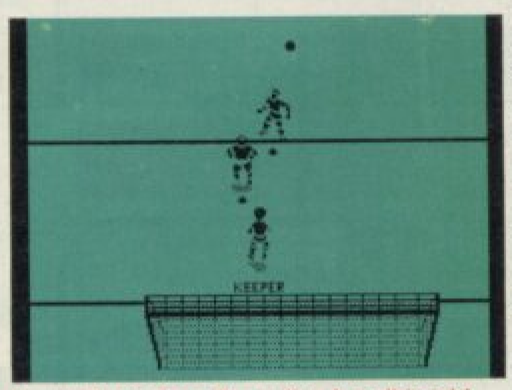
We'll have the full review next issue, but in the meantime here's a quick gander at US Gold's *Italy 1990*, a World Cup game (obviously) that we've been hearing lots of good things about lately. For a start, it's based more tightly around the way the World Cup actually operates than most competitors, with each player getting to control any team he or she fancies from a list of qualifiers, be it current champions Argentina or the hopeless old United Arab Emirates. Then once you've got your team you get to select the individual members of the squad before any of the actual footie starts.

Once we're into the arcade sequences a very fast and unusual vertically scrolling thing presents itself, as if the whole thing is being viewed from the angle of a camera sitting up amongst the pigeons behind the net at the top of the stadium (or something) – take a look at the screenshots and you'll see what we mean). Then whenever something like a corner kick comes up you quickly flick to a big electronic scoreboard screen which shouts out 'Goal!' or 'Corner Kick' or whatever.



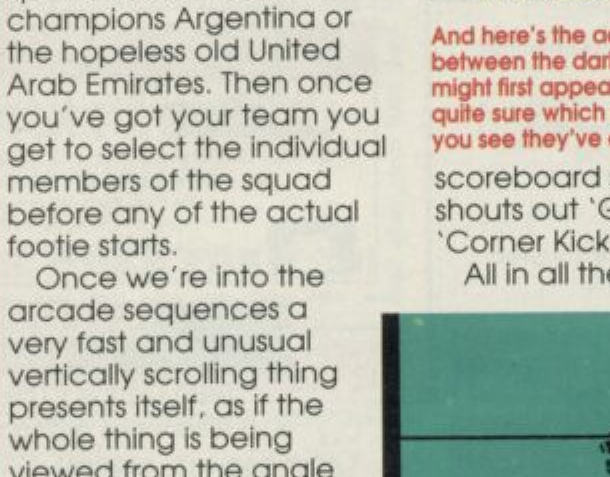
And here's the actual footie bit – no colour as such, but distinguishing between the dark shorts and the light shorts isn't actually as difficult as it might first appear. The ball's got an arrow pointing at it too in case you're not quite sure which black blob it is. (Scroll a bit further down the screen and you see they've even been good enough to mark the keeper. Hurrah!)

All in all the thing is very nicely presented, with pretty introductory screens cropping up all over the place (like a sports commentator telling us about the match). As with many recent US Gold products, Tiertex are the folk responsible, and from what we've seen so far they've done a very nifty job indeed. In fact, it looks about as far from the infamous *World Cup Carnival* as it's possible to get. Hurrah!



Unusually, you see the action from this odd behind-the-goal-posts perspective.

(Oh yes, and the game's got a great manual too, glossy and packed full of facts about each national team, their strips, their star players and so on. It's a cracker!)



Here's one of the intro screens – first you have to pick a country, and then a squad, before the footie starts.



Goal! One of the nice animated score board screens that crop up when something interesting happens.

Liverpool
Grandslam

The first of the two competing Liverpool games is now finally approaching completion – expect a full review next issue – but in the meantime here's a quick gander. It's a one- or two-player game, and apparently a lot of emphasis has been put on accurately recreating all aspects of the real-life Liverpool team. Home matches will be played at a recreation of Anfield for instance, while there should be full profiles of each player reflecting current form and injuries included in the program. The actual football sequences will feature realistic headers, tackles, slide tackles, throw-ins, free kicks and penalties, as well as the ability to make long, short or medium length passes. The game's out any day now.



The real names of players are used in the game – looks like Leeds have got a fish on their side!



Liverpool are the team drawn in red while their opponents, in this case Leeds United, are painted another colour. (Just call us Sherlock Holmes!)

NEXT MONTH IN THE WORLD'S GREATEST SPECTRUM MAGAZINE!!

Guess what we've got lined up for you next month? Yes, exactly the same sort of stuff as this month – only more of it! There'll be...

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- Plus! All our regular pages – *Tipshop, Adventures, Pssst, Program Pitstop, SAM Surgeon*...The list is endless! (Well, just about.)



It's all in the super-skillo August issue of Britain's best-selling Spectrum magazine, on sale July 7th (or thereabouts). You'll feel a right chump if you miss it!

THE SUPERSTARS OF THE SUPERNATURAL ARE HERE TO STAY!

"The graphics are excellent throughout, the action is accompanied by three neat renditions of the film's soundtracks and all three games are good fun to play."

C&VG, December

"In a nutshell, Ghostbusters II is a slick and highly enjoyable game which will undoubtedly be a monster hit."

ST Action, December



"A great license which puts the movie's action sequences to very good use in three varied and playable levels."

C&VG, December

"Scenes from the film, some of them rather adventurous, have been ingeniously interpreted into very original arcade gameplay..."

ST Action, December

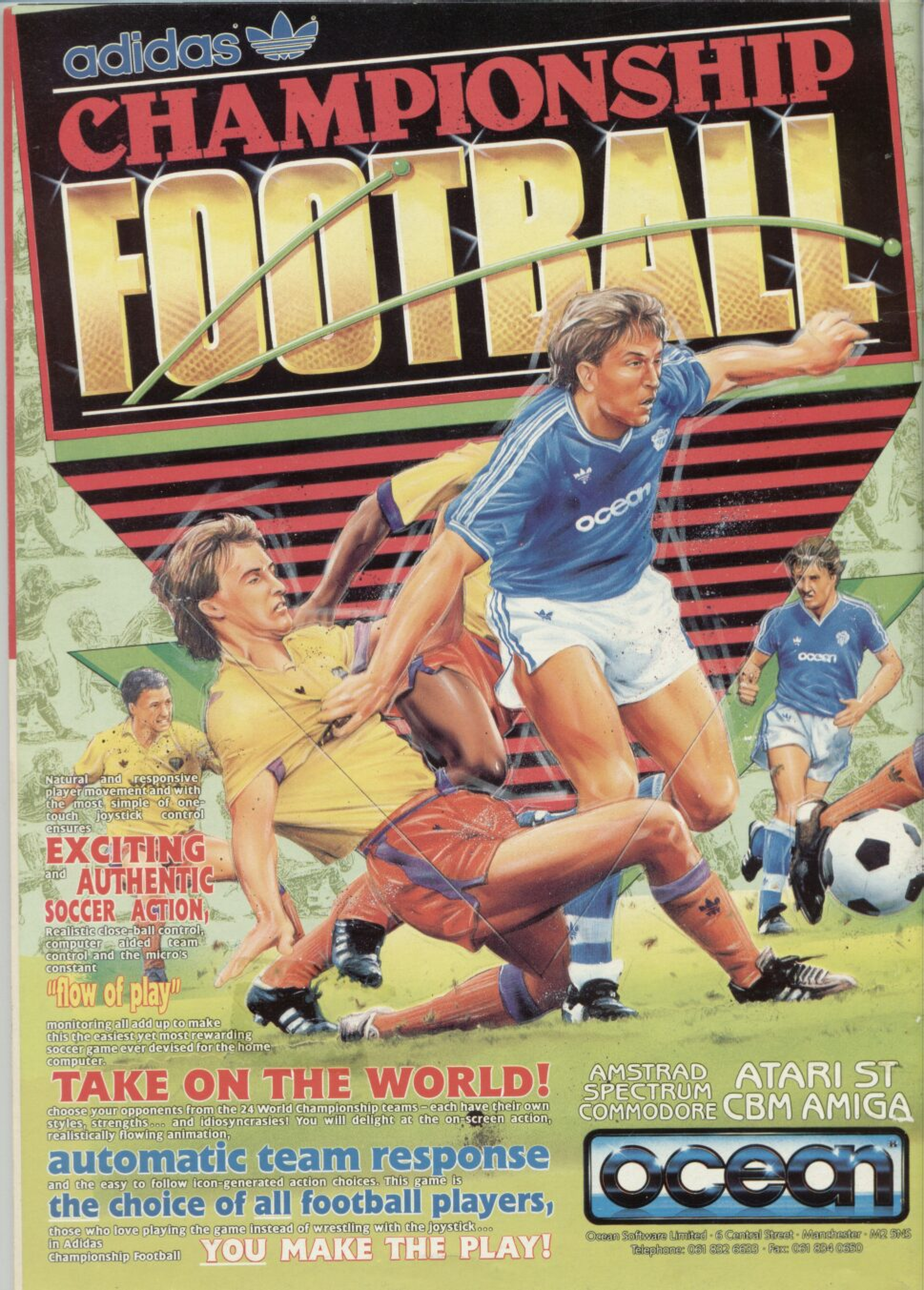
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ocean
Natural and responsive player movement and with the most simple of one-touch joystick control ensures
EXCITING and AUTHENTIC SOCCER ACTION,
Realistic close-ball control, computer aided team control and the micro's constant
"flow of play"
monitoring all add up to make this the easiest yet most rewarding soccer game ever devised for the home computer.
TAKE ON THE WORLD!
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automatic team response
and the easy to follow icon-generated action choices. This game is
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those who love playing the game instead of wrestling with the joystick . . . in Adidas Championship Football
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